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ISSUE 9

PlayStation

Official U.S. PlayStation Maga

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Official U.S. PlayStation Magazine Issue 21 (June 1999)

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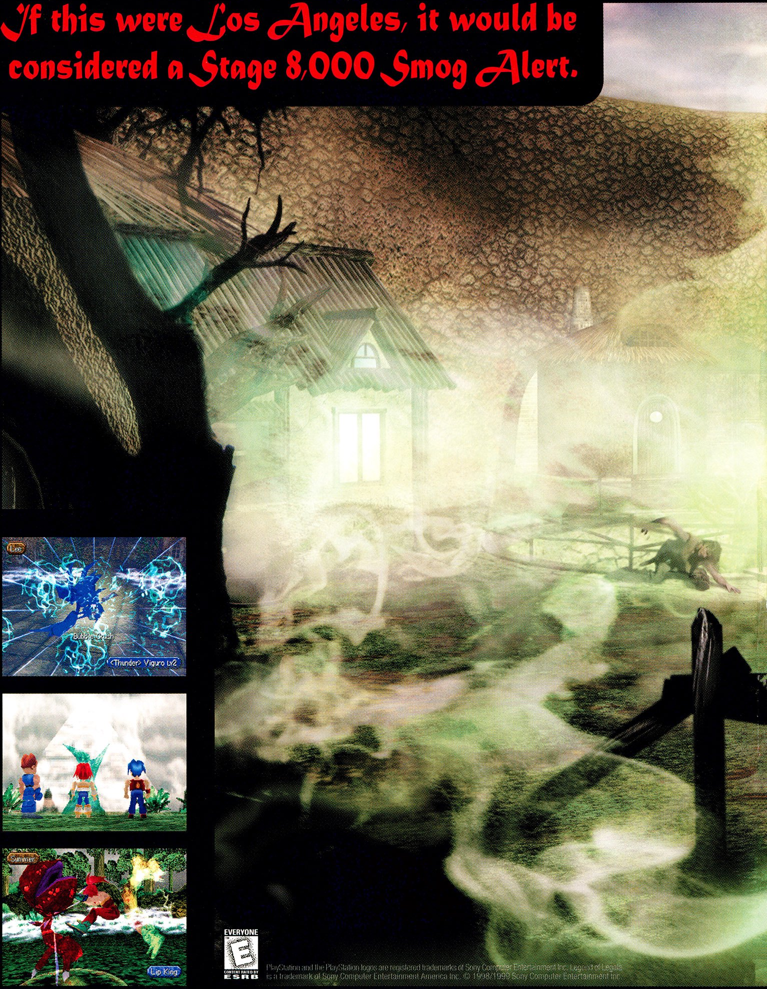
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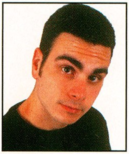
Editorial

A few unofficial words from the official editor-in-chief



Speaking of "survival horror," just wait until Kraig attempts to log countless miles on the E3 show floor and at the parties thereafter.

Kraig's Editorial 2000

When you start to look through this issue of *OPM*, you'll probably notice that there's a whole hell of a lot more new games covered than in most issues. Well, that's because this is the issue right before the video game industry's biggest event of the year, the Electronic Entertainment Expo. It's truly an amazing event, and most of what we'll be covering in the next year will be on the show floor in one form or another. Here's a few things I expect to see:

Lots of self-proclaimed Metal Gear Solid clones. We're already starting to hear bold comparisons from some optimistic companies. I wish they'd stop. It's more predictable than my alarm clock, and that has two battery back-ups.

More survival horror oozing from lots of companies. Capcom already has three variations in the works. Maybe you noticed that one of them graces this month's cover. Three good ones is more than enough, but they're entitled—they're the masters of it. Although I love Resident Evil, I don't like that catch phrase, "survival horror." I mean, as opposed to what—a "suicidal horror" game? I suspect it would have something to do with pitching to Mark McGwire with the bases loaded.

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The *Official U.S. PlayStation Magazine* is the only Sony Computer Entertainment America-licensed magazine and is published by ZD Inc. through an exclusive arrangement. As such, *OPM* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

More kid games. Sony hasn't been bashful about wanting more PlayStation games to cater to the tykes—and for the most part, they sell pretty well. I just wish companies would invest a little more effort into these games. I'd hate to see the repercussions of kids that grow up with bad dispositions in life because some companies tested their tolerance level to bad games at an early age. But then again, it's a form of poetic justice that Elmo is in a lame game.

Games that shamelessly use the number 2000 in their title. Hard to blame 'em. We all know 2000 is such a cool and sexy year that it's going to be used in tons of game titles—whether or not it needs to be. And even worse, some companies will rush to use it a year early, even though their games will hit stores in 1999. The sports games have an excuse, but here's hoping the Y2K bug ruins the computer of the marketing drone that arbitrarily slaps that number on a game title.

A little cynicism is always healthy, but don't get me wrong—there's plenty to look forward to, and I've already got my eyes on some games that I'm certain will push the PlayStation to new heights. And ironically enough, some of them fall into the above categories. As you read this issue, remember that this is only a small taste of what's to come. This issue of *OPM* and the next are definitely two you don't want to miss.

But now I'm being as predictable as my alarm clock, aren't I?

Kraig Kujawa
Editor-in-Chief

Official U.S. PlayStation Magazine

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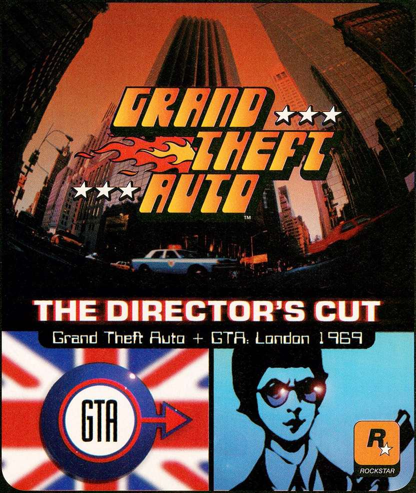

*** GTA: London 1969 is an add-on disc for Grand Theft Auto.**

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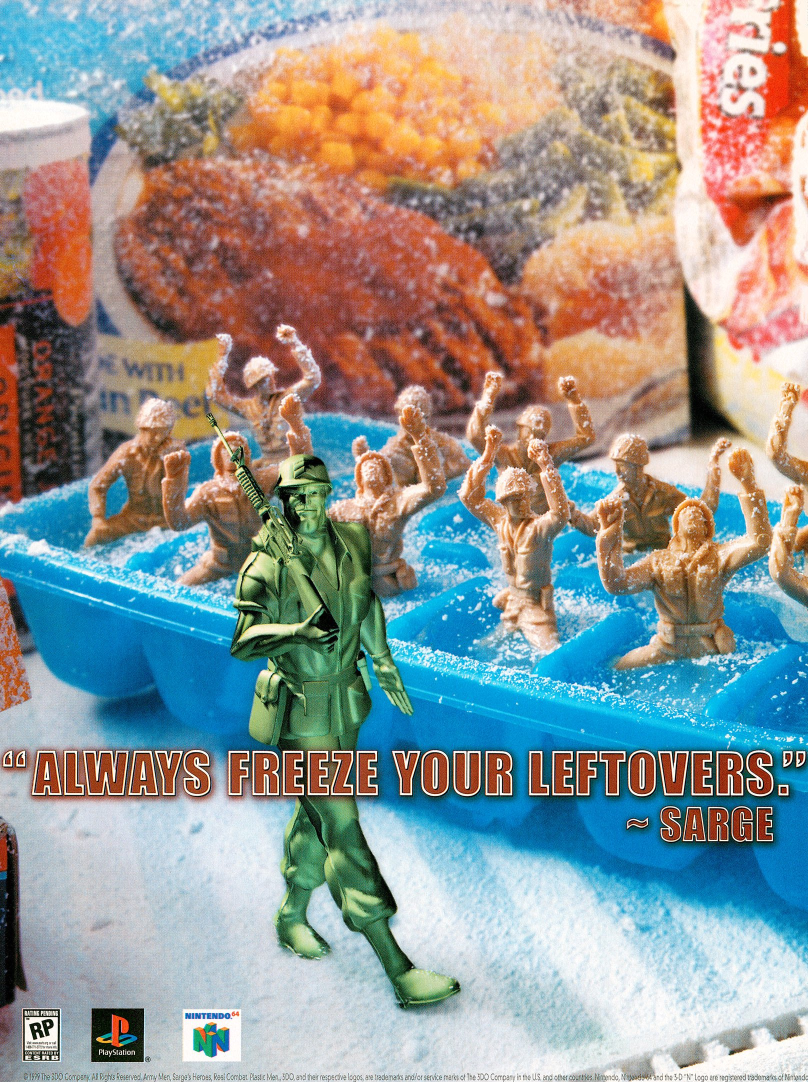
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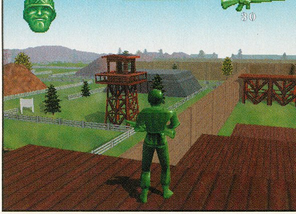

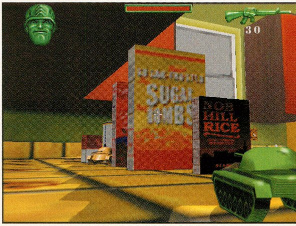
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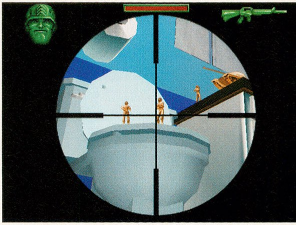

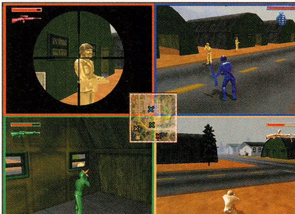

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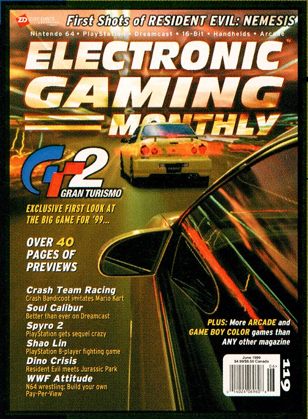
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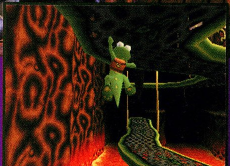
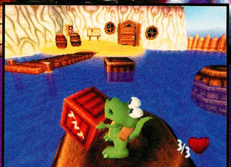


Croc hurries along pathways, and scurries below them.



Croc picks up and throws objects to discover hidden clues!

OF NEW ZANY CHARACTERS!

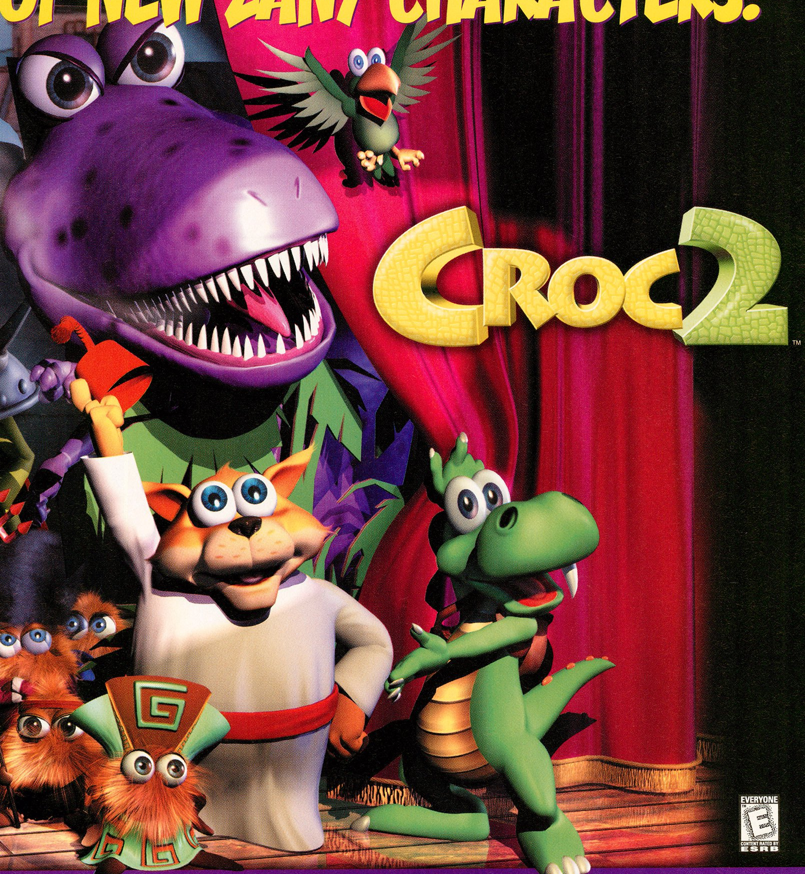


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Illustration by George Toomer

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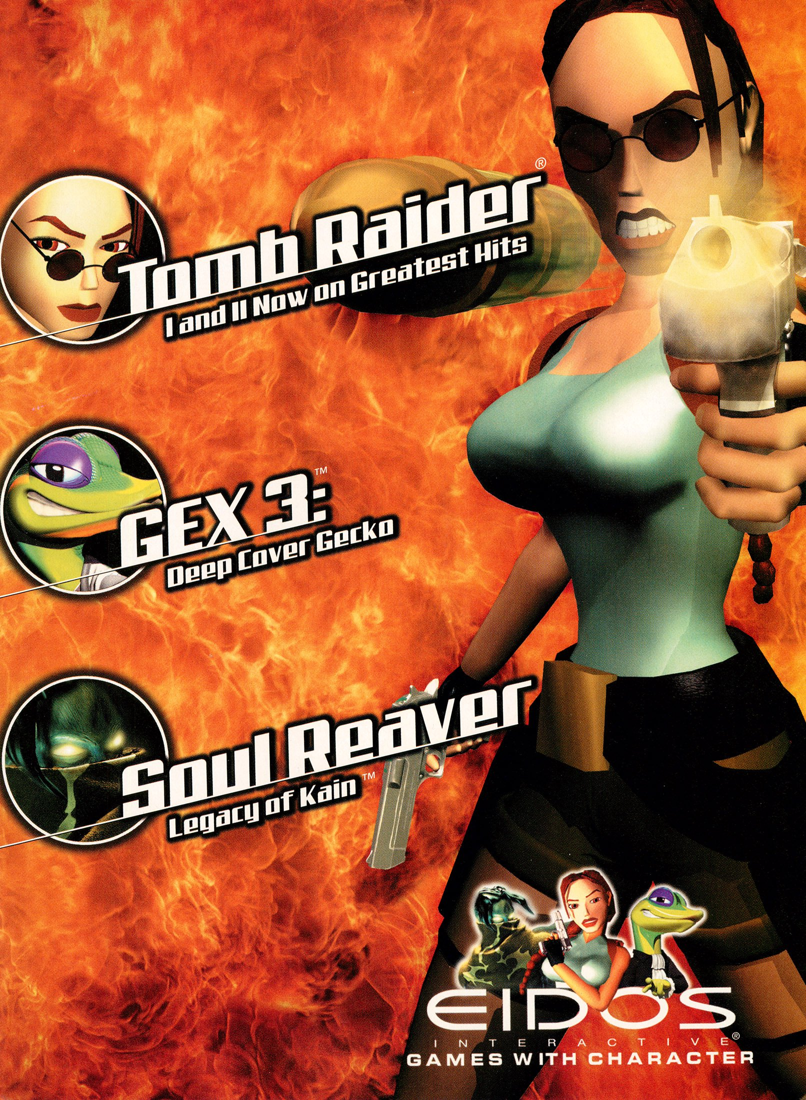
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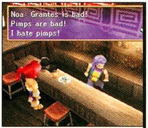


"Judging from the bar-keep's reaction, Foxy Roxy knew she was in the wrong place." Joel Carleton, via the Internet. A fine effort, Joel; this one was tough!

Now you too can have your shot at history with the OPM Caption Contest! Every month, we run a game-related picture or screenshot. Your job is to write a humorous caption for it and submit it to us at any of the addresses on the following Letters page. The winner will be chosen by the following scientific method: We'll read them all, and the one that makes us laugh our asses off will get a sparkling new game or game-related item. Now, see what you can do with this pic:

[You didn't really think those were the official rules, did you? For all the legal stuff on this and our other contests, please refer to page 89.]

Viva la video?

Dear *OPM*,

I am a proud subscriber to your magazine, and I became ecstatic over the new info and pictures for PlayStation 2. But I do have one question: With all of this new technology and outrageous graphics, does this mean it's over for prerendered FMV? With the amazing cinemas in games like Silent Hill, Parasite Eve and Tekken 3, I'd hate to see them go.

Chase Breedlove
Marietta, GA

Indeed, the graphics processor of the next PlayStation will most likely mean the end of prerendered cinemas. That's the bad news. The good news is that entire games are going to start looking every bit as good as the cinemas we're used to. That was one of the most impressive demonstrations shown at the unveiling of the new hardware: A scene with the quality of a present-day rendered cinema was running on the new hardware in real-time. Just amazing.

Letter of the Month

Dear OPM,

I am a high school and middle school history teacher and coach in Texas. I have been an avid gamer since the Atari 2600 days. I recently discovered a seventh grade boy reading your magazine in my class (of course, it was an issue I already owned). The student tried hiding the magazine upon its discovery from fear of what I would say. Much to his surprise, I commented that I too have that edition of OPM. Ever since this incident I have bridged the generation gap with my middle school students. I even tell old stories of what games used to be like. Keep up the good work and remember the veterans of the game world.

Coach E.
Falls City, TX

Could we ask for a more vivid example of how widespread our favorite little machine has become? Glad to hear we could do our part to help educate America's youth. ;)

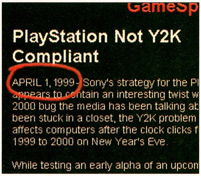
Do you think you have what it takes to write the Letter of the Month? Send us your timely, original, well-written video game expositions (you don't even have to agree with us!) and you too could win an official OPM Box of Joy. New surprise goodies every month!

Ha.

Dear *OPM*,

I just heard that the PlayStation won't be Y2K compatible. PLEASE tell me this is just someone's sick idea of a joke. I don't want to wait almost a year for the PlayStation 2 just so I can play my games. Also, the way the article sounded, Sony knew about this flaw and planned the release of the new PlayStation around that just to make more money. If this is so, then my money will be going to Sega and Nintendo from now on. I love my PlayStation; I don't want to have to do that. Please tell me this is a sick joke.

Andrew Burgess
MaliceMan@hotmail.com



PlayStation Not Y2K Compliant

APRIL 1, 1999 - Sony's strategy for the Pl
appears to contain an interesting twist w
2000 bug the media has been talking ab
been stuck in a closet, the Y2K problem
affects computers after the clock clicks f
1999 to 2000 on New Year's Eve.

While testing an early alpha of an upcon

You can thank the sadists—er, that is, our esteemed colleagues—at videogames.com for this all-too-believable April Fool's prank. Never fear; barring external factors (like oh, say, nuclear war) your PlayStation should work just fine in 2000 and beyond. Now make sure you e-mail our friends at videogames.com to tell them how much you enjoyed the joke.

The few...the proud...

Dear *OPM*,

I was wondering, do you guys have to have any sort of training or anything to be a magazine review guy? I know you probably have to know how to put together a magazine, but does the job require any special expertise involving games and stuff, like a college course or something?

Joel Elliot
via the Internet

There is indeed an extremely gruelling training regimen required to become an *OPM* editor. It involves hundreds of specialized exercises designed to develop lightning-fast reflexes, a piercing wit and a superhuman resistance to strong odors. Oh, and journalism classes don't hurt.

we want your input!

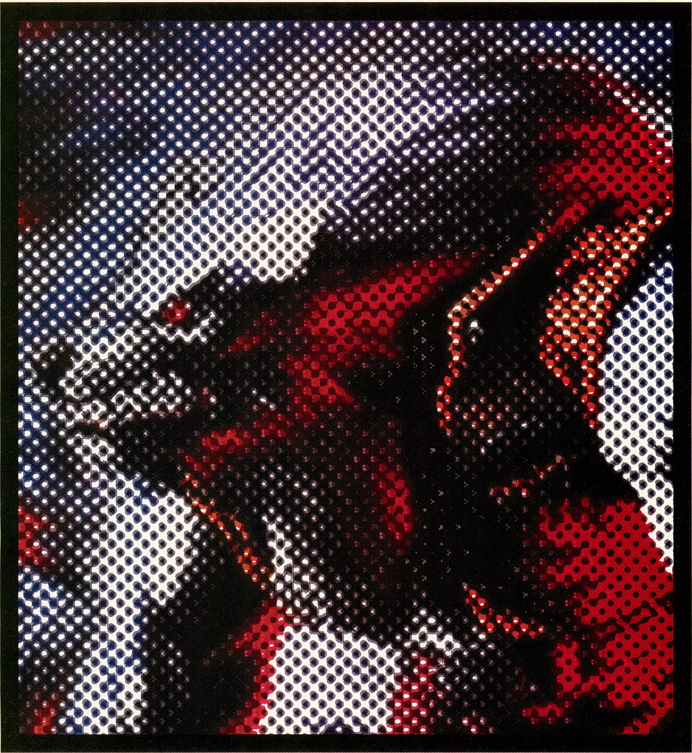
How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the final Letters page.
We can't wait to hear from you.

Psychological Test #7 — Discovering your inner self.

Q: Do you see a ballerina in worn slippers and pink tutu smelling a faded rose?



☐ Yes, I see the ballerina. I also happen to wear my pants too tight.

☐ No, I see the noble savage that lurks deep in my subconscious mind – after all, man is a combination of the sophisticated and the primitive, of the learned and the instinctual. Bloody Roar™ II is the perfect outlet for my animal aggression. Every scorching slash, pulverizing punch and bone-cracking combination is rendered with deadly clarity. I can morph into multiple beasts, including hidden monstrous warriors. I can even create my own devastating fighting combinations. We should never try to deny the animal. We need to unleash the beast within us all or die trying.

Fig. (a)

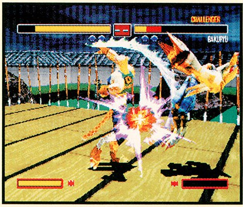


Fig. (b)

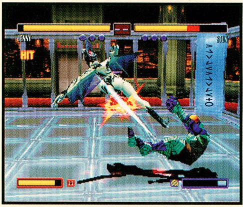
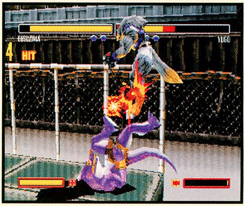


Fig. (c)



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TEEN T AGES 13+ CONTENT RATED BY ESRB

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UNLEASH THE BEAST WITHIN

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"What's going on here?"

Dear *OPM*,

It was because of your magazine that I went out and bought a copy of Silent Hill when it hit the shelves in March. But my version is apparently different from the version you have, because a few of the puzzles listed in your strategy are different in my version. Did Konami issue a Canadian version of this game?

Trevor Ursulescu
North Vancouver, BC

There go those devil-babies at work again. No, Trevor, Konami didn't issue a special version for Canada; they simply changed the game from the version they had sent out as reviewable before the game actually went into production. Konami was unavailable for comment regarding this particular instance, but this sort of thing isn't unheard of (many magazines had the same problems with the original Resident Evil, for example). Thankfully, it doesn't happen too often.

Here's a breakdown of the changes we've found so far in the final version: 1. On a park bench near the Cafe, there are now two boxes of handgun bullets. 2. The Steel Pipe is now found with Cheryl's note at the end of the alley. 3. The Plate of Turtle has been moved from Rm. 301 in the hospital to the boys' bathroom. 4. The solution to the Zodiac Puzzle in Nowhere has been changed from 3, 7, 1 to 6, 4, 8 (the solution is no longer based on the chronological positions of the zodiac, but on the number of limbs the figures have). 5. You can now carry either the chainsaw or the rock drill, but not both. If you find anything else out of place, please let us know.

In light of the rather significant changes implemented after the review version, we took another look at the game just to make sure it didn't deserve a different rating. But although the new Zodiac Puzzle in particular makes the game a bit harder, it's not enough of an improvement to rate a higher score.

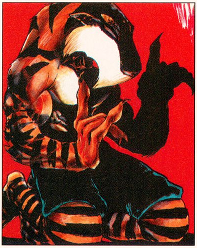
DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO http://subscribe.playstationmagazine.com/service AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!

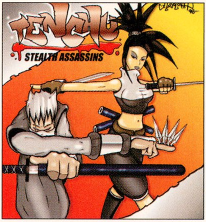
Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

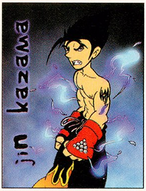
Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

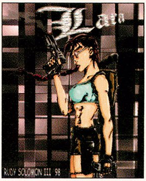
Reader Art: This time, it's personal.

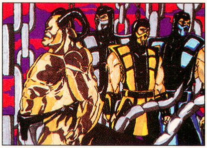
Every month we'll be picking one exceptional piece as our Reader Art of the Month. The creator of the winning work will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Runners-up (as many as we want, 'cause it's our magazine) are printed as well. Good luck!











Check out this month's artists! Clockwise from above: this month's winner, Sherman McClain, Richmond, TX; Andy Mandolora, mandolora@hcc.hawaii.edu; Mike "Gabriel," krahulik@uswest.net; Rudy Solomon, solorude@aol.com; and Scott McDonald, Florence, AL. Nice job, everyone! Keep the submissions coming.

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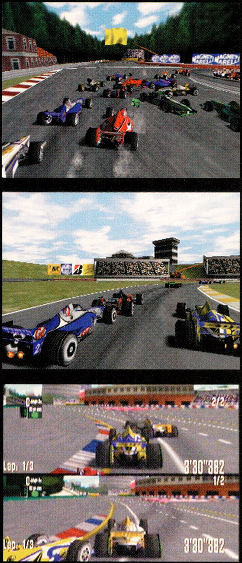
2/2
Lap: 1/3
3'80"382
1/2
Lap: 1/3
3'80"382

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Back to Basics at TGS

Sony keeps the focus on its current console at the Spring Tokyo Game Show

Girls in costume, a stampede of gamers, long lines and every Japanese game company imaginable—we can only be describing one show: the Tokyo Game Show, held this spring at Makuhari Messe in Chiba, Japan, on March 19–21. Just a few short weeks after Sony made its first official PlayStation 2 announcement, the company was back to promoting its core PlayStation 1 business.

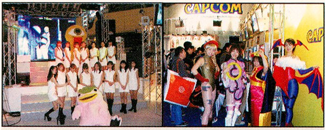
に関する出展はしておりません。
ご了承下さい。
Please be informed that there are no displays regarding the next generation PlayStation at this show.
Thank you.
Sony Computer Entertainment Inc.

The big attraction at Sony's booth was Polyphony Digital's Omega Boost. Attendees went through a briefing room, then were allowed to sample the new title for a few minutes and pick up a playable demo disc. Over in the other main area of Sony's booth was UmJammer Lammy, complete with a stage show featuring Lammy on guitar and a special appearance by PaRappa. On display were a whole line of UmJammer Lammy goods, including keychains, T-shirts, plush toys—even a guitar decked out with Lammy designs. Spyro the Dragon also made his Japanese debut at the show, complete with PocketStation compatibility, which was not in the U.S. version.

Definitely missing from the show was anything about PlayStation 2, but Sony posted signs all around its booth saying there was nothing on the new system being shown at TGS. Also missing was Arc the Lad III, expected to be a part of Sony's lineup.

There weren't many surprises at TGS from third-party developers. Capcom had Dino Crisis on video, Tron and Kobun (a sequel to Mega Man Legends) and Gaia Master (a board game/RPG for four players). Konami had a full lineup of games, but the big draw (half of the entire Konami space) were its music games like Dance Dance Revolution and the latest Beatmania Append disc. Namco's booth had Dragon Valor and Ace Combat 3 Electrosphere as its biggest PlayStation games. Square showcased a hefty lineup, including Seiken Densetsu: Legend of Mana, Front Mission Third, SaGa Frontier 2, Racing Lagoon, Cyberorg and Chocobo Racing.

There were several games inexplicably absent from the show that we expected to see in some form or another. One was Namco's Star Ixiom, a game that even Namco's official Web site listed as being present at the show.



A bevy of booth girls were on hand to greet gamers.

The Best Game Gets Even Better

Didn't get enough Solid Snake last year? Then Konami's got something just for you. The company will release an "enhanced" version of Metal Gear Solid in Japan this summer, called Metal Gear Solid Integral. The basic game itself is pretty much the same as the version released last year, with numerous enhancements to the overall package. English voices replace the original Japanese voice-acting, with selectable subtitles in Japanese or English. It will also come with a third disc that includes 300 (!) Training Mode stages. Completing them will unlock new missions for Solid Snake to tackle. You'll also be able to move or attack from the first-person viewpoint. Lastly, the game will now be PocketStation compatible. Metal Gear Solid Integral for the PlayStation will be released on July 1 for 4,900 yen (about $40) in Japan.

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More Emulation Woes for Sony

If you've followed the recent events with PlayStation emulators, then you've heard about bleem!—the first commercial PlayStation emulator for the PC. Bleem! went on sale over the Internet in mid-April, and offers support for 3D graphics cards, which enhance and clean up the PlayStation's graphics. Sony filed a temporary restraining order against the small startup in San Francisco Federal District Court, but it was denied—much like Sony's first strike against Connectix's emulator.

A demo of bleem! is available at the company's Web site (WWW.BLEEM.COM), and the full version is available for $24.95. Barring any further legal action from Sony, the full version of the product may be shipping by the time you read this.

This first legal skirmish was just the beginning of what will likely become a lengthy legal battle not only for bleem! but also for Connectix. "We're very happy with the court's decision," says David Herpolsheimer, head of sales and marketing for Bleem, LLC. "We've always held that bleem! will be good for Sony, since it expands the PlayStation's reach to millions of PC gamers. We've always worked to respect the interests of Sony and all PlayStation developers, and have repeatedly reached out to address any legitimate concerns they might have. In spite of Sony's recent actions, our door remains open."

Sony, however, feels that bleem! can be harmful to the PlayStation's market. A SCEA representative said she felt emulators are ultimately "detrimental to consumers," claiming that software run on an emulator simply cannot match the performance when run on its proper platform. She also noted that "SCEA has a responsibility to protect its intellectual property on behalf of its business as well as its business partners" (i.e., third-party developers), and that SCEA will work to protect the equity it has built in its PlayStation brand.

Video Game Violence Goes on Trial

Claiming the entertainment industry and media violence drove a fellow student to murder three high school kids at a school in Kentucky, the parents of the students have filed a $130 million lawsuit in U.S. District Court against several game companies, two Internet pornography sites, and the makers of the movie *The Basketball Diaries*.

"We intend to hurt Hollywood. We intend to hurt the video game industry," said lawyer Jack Thompson.

The shooter in the case, Michael Carneal—a 14-year-old high school student—was a fan of games like Doom, Quake and Mortal Kombat, as well as an avid computer user. On Dec. 1, 1997, he walked into Heath High School, where he killed Jessica James, Kayce Steger and Nicole Hadley and wounded five other students in a shooting spree. Carneal has since plead guilty and is serving life in prison without eligibility for parole for at least 25 years.

Sabrina Steger, mother of one of the victims, said, "We believe the Heath shooter was influenced by the movies he watched, the computer games he played, and the Internet sites he visited."

Game makers mentioned in the suit include Nintendo, Sega and Sony. This is the group's second attempt at a massive suit. The first, filed in December 1998, charged the boy's parents, school administrators, teachers and even students for being responsible for the killings. But a judge dismissed the 24 defendants from that suit. Since then, the parents have sought to reinstate the 24 as defendants.

Did Quake cause a boy to kill?

Eight Sides of Square

In an effort to remain competitive into the next millennium, Square of Japan will undergo a massive restructuring of its operations. The company will break into eight subsidiaries, and will even take on work from outside companies. It seems Square wants to focus on its forte—developing RPGs—and will limit its game output to only two to three games per year.

Both the continuing development of the Final Fantasy Movie and the upcoming U.S. release of Final Fantasy VIII appear to be unaffected by these moves.

Top 10

Japan's Top 10-Selling PlayStation Games

April sales rankings courtesy of *The PlayStation Magazine Weekly*, SOFTBANK:

1. **UmJammer Lammy** Sony CEI – Misc.
2. **Sound Novel: Evolution 1** Chunsoft – Adv.
3. **To Heart** AquaPlus – Adventure
4. **Final Fantasy VIII** Square – RPG
5. **The King of Fighters '98** SNK – Fighting
6. **Densha de GO! 2** Taito – Simulation
7. **Chocobo Racing** Square – Racing
8. **Final Fantasy Collection** Square – RPG
9. **Monster Farm 2** Taito – Simulation
10. **Silent Hill** Konami – Adventure

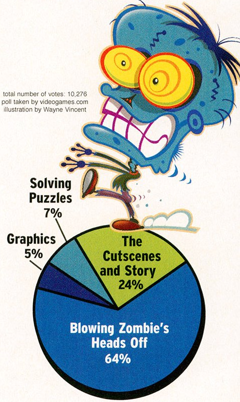
U.K.'s Top 10-Selling PlayStation Games

April sales rankings courtesy of *ChartTrack*:

1. **Metal Gear Solid** Konami – Adventure
2. **The Rugrats** THQ – Action
3. **A Bug's Life** Disney/Sony – Action
4. **UEFA Champions League '98/'99** Eidos – Sports
5. **FIFA '99** EA Sports – Sports
6. **Tomb Raider II** Eidos – Adventure (Platinum)
7. **Grand Theft Auto** Take 2 – Action (Platinum)
8. **TOCA 2 Touring Cars** Codemasters – Racing
9. **Premier Manager '99** Gremlin – Sports
10. **Civilization II** Activision/Hasbro GT – Strategy

(Note: Platinum is the U.K. equivalent of Greatest Hits domestically.)

What's your favorite part about the Resident Evil games?



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News Bits

Kaz Harai to Head Sony CEA

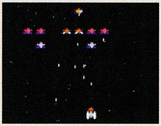
THE FACTS: Kaz Harai has been promoted to the positions of president and chief operating officer of Sony Computer Entertainment of America.
THE RUB: Kaz has been with Sony for 15 years, and has been instrumental in the PlayStation's success. It can only mean good things now that he's heading SCEA.

Interplay's Redneck Plans Dashed

THE FACTS: Interplay's PlayStation plans for American Deer Hunter have been quashed, it seems. The game was originally set to hit in May, but Sony has rejected the title.
THE RUB: Some are saying Sony killed this game due to concerns over the killing and maiming of animals. So what's a little killing and maiming of pixelized creatures once in a while? A lot! It's cruel to the poor defenseless animals... who...aren't really being killed—but what's the difference between video games and reality, right? I mean, if I'm brandishing a GunCon playing Time Crisis killing people, what's to say I wouldn't grab a real gun and go shootin' some pedestrians? A little common sense, no one gets hurt. Now if you'll excuse me, I gotta go marry my sister before I go to my NRA meeting.

Hasbro Capitalizes on Namco's History

THE FACTS: Hasbro Interactive recently signed a deal with Namco that gives Hasbro the rights to develop, publish and distribute games based on 11 of Namco's retro properties. Among them are Galaga, Galaxian and Pole Position. It's expected that Hasbro will release updated versions of these classics in the future. On a related note, Hasbro will be showing updates of classics like Pong, Tetris and Missile Command at E3.



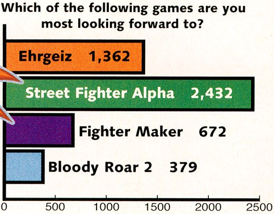
THE RUB: Hasbro has put lots of resources into beefing up their development on retro rereleases, and Namco has some of the best retro properties around, so it only makes sense—in a way—for the two to join forces. But you've gotta wonder how some of these very simple games can be updated while maintaining the look and feel of the originals.

Which PlayStation Will Be Tagged 'It'?

THE FACTS: Namco will release a new Tekken arcade game this summer called Tekken Tag Tournament. The game will feature characters from Tekken 2 and 3, plus a "tag in" system similar to the one in Capcom's "vs." series of games. It will appear on System 12 in the arcade, based on the PlayStation hardware. But because of its memory requirements, it may not come out for the PlayStation at home.
THE RUB: OK, so we may not be playing Tekken Tag Tournament at home anytime soon, but that doesn't mean it'll never come out. It would make the most sense to bring it as a launch title or soon after to PlayStation 2. Think about it: launch with Tekken Tag Tournament, looking a little better on PS2 than in the arcade. Then follow it up with a two-hit combo with Tekken 4. Makes sense, eh?

Lick Your Favorite Video Game Characters

THE FACTS: Video games will soon be immortalized in stamp form, as the U.S. Postal Service has announced that it received the most votes to become a stamp, joining the fall of the Berlin Wall, *E.T.*, figure skating (Tonya Harding, perhaps?) and personal computers to commemorate the 1980s. The new stamps will be available in Jan. 2000 as part of the Celebrate The Century program.
THE RUB: Finally something that we video game players can be proud to attach to an envelope. What says the '80s more than video games? Forget all that big stuff that happened, and the end of the Cold War. When Pac-Man ate his first ghost it changed the world and started a huge industry that we now know as electronic entertainment. Time to buy as many stamps as possible...


Which of the following games are you most looking forward to?
Ehrgeiz 1,362
Street Fighter Alpha 2,432
Fighter Maker 672
Bloody Roar 2 379
0
500
1000
1500
2000
2500

total number of votes: 4,845
poll taken by videogames.com
illustration by Wayne Vincent

10 things we think we think this month

1 We had too much fun doing the Do It Yourself Resident Evil 3 sidebar.

2 The creation of that sidebar could have landed us in jail. That's fine—as long as we can bring our PlayStations.

3 The cashier at Toys 'R' Us was probably very afraid of us. And it didn't have anything to do with the items we bought for the RE3 sidebar.

4 The new expansion Cleveland Browns drafted Tim Couch as their first draft pick ever. We can't wait to abuse him in NFL Blitz 2000.

5 Ape Escape is reason enough to spank your monkey. As if you couldn't come up with enough incentive already.

6 Football season can't get here soon enough. Right now the only big and sweaty guys getting television time are wrestlers.

7 The PlayStation needs more light gun games. If companies could figure out how to implement snowboarding, there would be a million of them.

8 See-through Dual Shock controllers kick ass. Watching the vibrating motor hum is more fun than some games.

9 Playing the game Irritating Stick with a see-through Dual Shock controller just can't be beat. Or at least that's what the ladies tell us.

10 There needs to be a surgical video game like Intellivision's Microsurgeon. Pamela Anderson's implant removal has piqued our interest.

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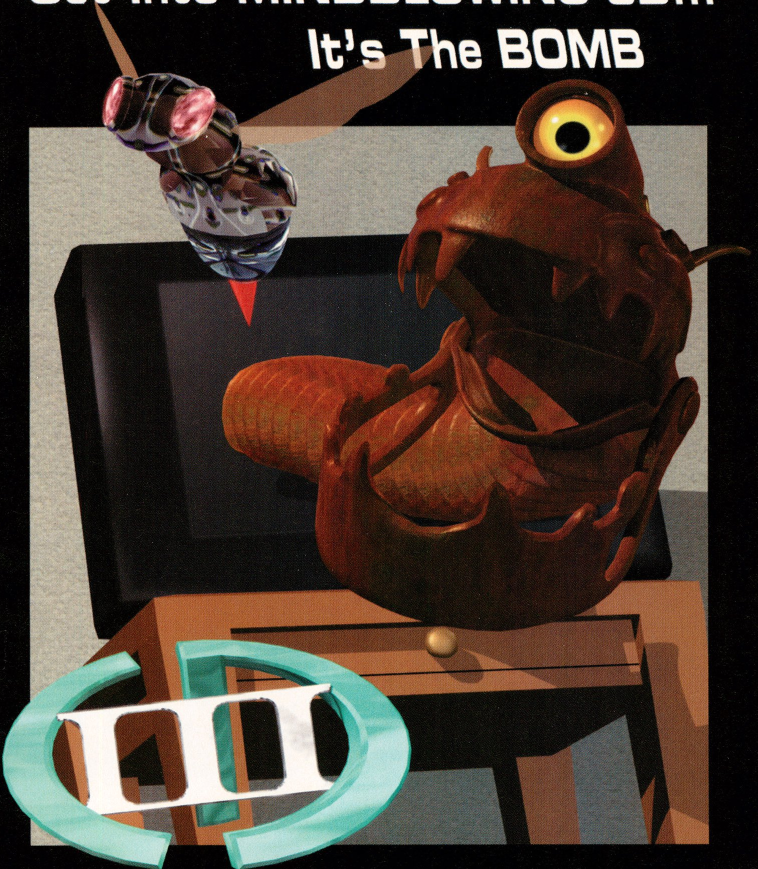

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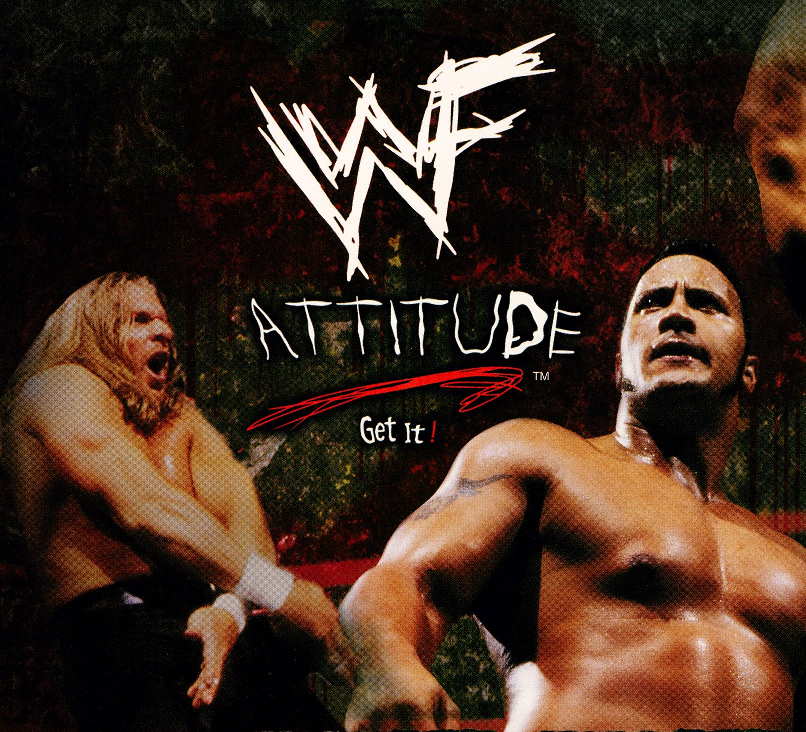

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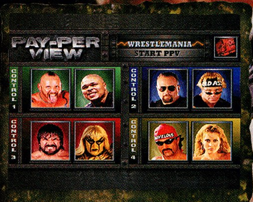
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CONTROL 2
CONTROL 3
CONTROL 4

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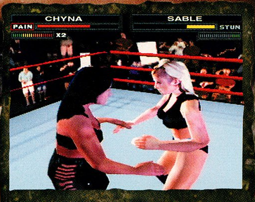
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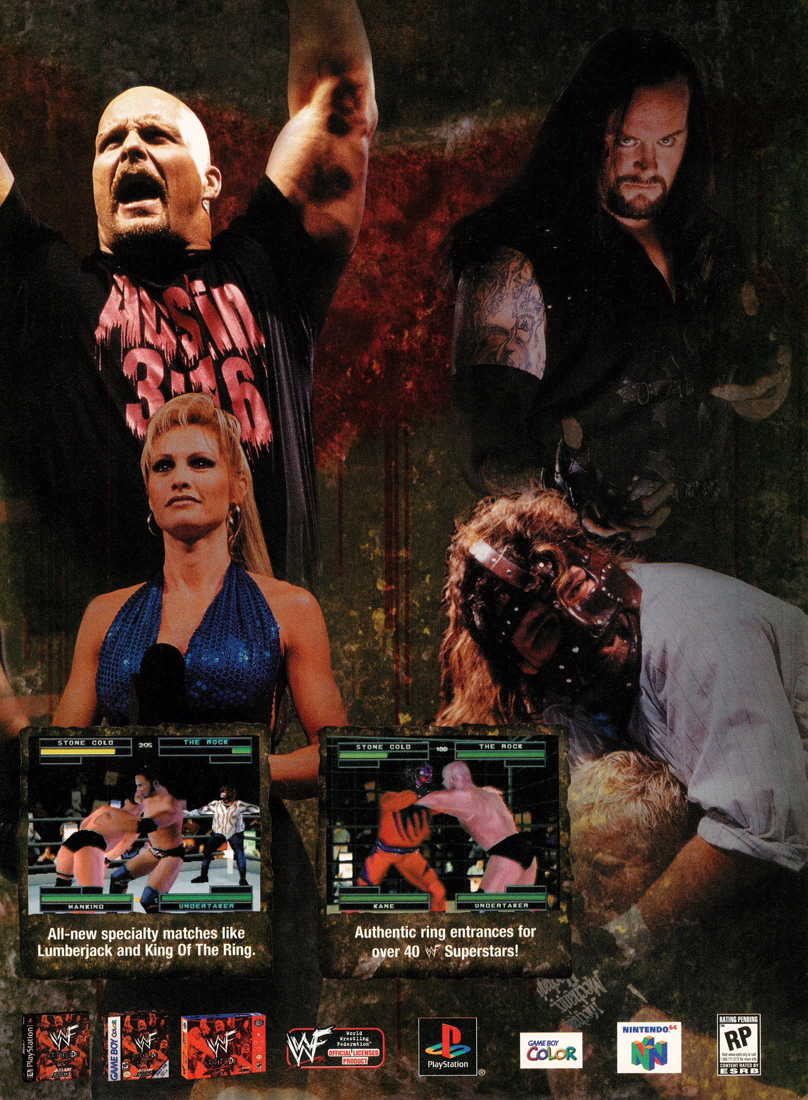
AUSTIN 3:16
STONE COLD
THE ROCK
MANKIND
UNDERTAKER
STONE COLD
THE ROCK
KANE
UNDERTAKER
PlayStation
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Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

1 Syphon Filter ●●●●○

Publisher: 989 **Last Month:** – **Genre:** Action **Release Date:** Feb. 1999

Like a well-placed sniper shot to the head, Syphon Filter blasted WCW/nWo Thunder out of the top spot that it occupied for the past two months.

2 Silent Hill ●●●●○

Publisher: Konami **Last Month:** – **Genre:** Adventure **Release Date:** Feb. 1999

The game that set a new standard in spookiness has scared up enough of a following to debut in the No. 2 spot this month.

3 Frogger ●●◐○○

Publisher: Hasbro **Last Month:** 2 **Genre:** Action **Release Date:** Oct. 1997

Boy, there are sooo many good games out there...AND THAT DAMN FROG IS STILL IN THE TOP FIVE!! You just can't stop Frogger's mighty hop.

4 Gran Turismo ●●●●●

Publisher: SCEA **Last Month:** 3 **Genre:** Racing **Release Date:** May 1998

The best racing game of 1998 continues to lap the competition in 1999. But with a bunch of new hot racers coming out, will GT maintain its lead?

5 Metal Gear Solid ●●●●●

Publisher: Konami **Last Month:** 4 **Genre:** Adventure **Release Date:** Oct. 1998

Sure, Gabe Logan and Harry Mason have pushed the lovable Solid Snake down a notch, but we still say Metal Gear's hero is the coolest of the lot.

6	**Crash Bandicoot 2**	●●●●○	Publisher: SCEA	Last Month: 6	Release Date: Oct. 1997
7	**Rugrats: Search for Reptar**	●●●◐○	Publisher: THQ	Last Month: 5	Release Date: Dec. 1998
8	**WCW/nWo Thunder**	●○○○○	Publisher: THQ	Last Month: 1	Release Date: Jan. 1999
9	**NBA Live 99**	●●●●○	Publisher: EA	Last Month: 10	Release Date: Oct. 1998
10	**Spyro the Dragon**	●●●●○	Publisher: SCEA	Last Month: 9	Release Date: Sept. 1998
11	**Crash Bandicoot: WARPED**	●●●●●	Publisher: SCEA	Last Month: 7	Release Date: Oct. 1998
12	**WCW Nitro**	●●◐○○	Publisher: THQ	Last Month: 8	Release Date: Nov. 1997
13	**Tetris Plus**	●●●◐○	Publisher: Jaleco	Last Month: 20	Release Date: Oct. 1996
14	**Street Sk8er**	●●◐○○	Publisher: EA	Last Month: –	Release Date: March 1999
15	**Cool Boarders 2**	●●●●○	Publisher: SCEA	Last Month: 15	Release Date: Nov. 1997
16	**Rayman**	●●●◐○	Publisher: Ubi Soft	Last Month: –	Release Date: Sept. 1995
17	**A Bug's Life**	●●○○○	Publisher: SCEA	Last Month: 13	Release Date: Dec. 1998
18	**Knockout Kings**	●●●◐○	Publisher: EA	Last Month: 16	Release Date: Oct. 1998
19	**Reel Fishing**	●●●○○	Publisher: Natsume	Last Month: –	Release Date: Oct. 1997
20	**Tomb Raider**	●●●●○	Publisher: Eidos	Last Month: 17	Release Date: Nov. 1996

namco Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Final Fantasy VIII** Does Square's next masterpiece have what it takes to surpass the legendary FFVII?
2. **Metal Gear Solid** The first and still the best "sneak-'em-up" title remains a solid pick among gamers.
3. **R4: Ridge Racer Type 4** Gear up for some pure arcade-style racing fun in Namco's latest Ridge Racer.
4. **Syphon Filter** Great game, dorky name—but that's not stopping anyone from coveting this title.
5. **Gran Turismo 2** More cars, more licenses and new tracks will be added to an already fabulous game.
6. **Need For Speed: High Stakes** Are you faster than the fuzz? Give it a shot in this game's Hot Pursuit Mode.
7. **Quake II** Deathmatchers are drooling over the PlayStation conversion of this frag-tastic franchise.
8. **Resident Evil: Nemesis** Check out our extended coverage this issue, and get ready to be scared witless.
9. **Silent Hill** Pterodactyls, monkey-men, rabid dogs and other nasties—in short, scary fun for the whole family.
10. **WCW/nWo Thunder** Newsflash: Wrestling isn't real! What?! You knew that already? How smart you are.

Idris Noori's Top 5

Our monthly contest winner's top five picks

1. **Final Fantasy VIII** Who doesn't have this at the top of his list? No, really—we wanna know.
2. **Xenogears** Looks like Idris is a real hardcore RPG fan. Get ready for a massive 70-hour quest!
3. **Brave Fencer Musashi** Not gettin' enough action in your RPGs? Try BFM for some sword-slashing fun.
4. **Syphon Filter** Wow! A non-Square game in Idris' top five. Talk about branching out.
5. **Ehrgeiz** Tifa looks so terrific brawling it out with other Final Fantasy favorites.

Editors' Top 5

What we've been playing instead of working

1. **UmJammer Lammy** Sure, we all wanna be rock stars—but then some of us realized we had no rhythm.
2. **Triple Play 2000** Our deadline almost had to go to extra innings due to our playing too much of this one.
3. **Ape Escape** There's something about monkeys and great gameplay that can't be beaten.
4. **Tony Hawk's Pro Skater** Finally, a good skateboarding game. Now we can thrash with style.
5. **The Stock Market** We've gone from "What's an IPO?" to frantic peeks at ZDNet's stock performance.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at: dan_peluso@zd.com or visit the *OPM* section on www.videogames.com

Source: NPD TRSTS Video Games, March 1999 (weeks one and two). Call them at (516) 625-2345 for questions about this list. Note: No games for competing console systems (e.g., N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

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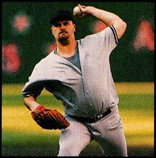

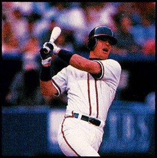

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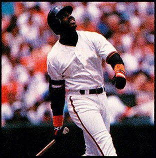
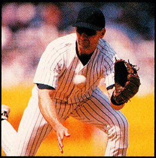
- GamerzEdge





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"...all the intricacies of a real game, from line drives to the suicide squeeze and the double switch."

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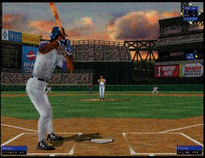
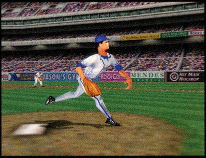
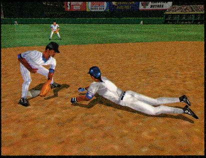
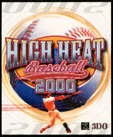
*PC version only



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Coming Soon

Compiled by Dan Peluso with extensive verification by Johnny Masthead

Sony CEA's Ape Escape (above) and LucasArts' Star Wars: Episode I—The Phantom Menace.

June

Alien Resurrection	Fox Interactive	Action
Ape Escape	Sony CEA	Action
Bugs Bunny: Lost in Time	Infogrames	Action
Carmageddon 2: Carpocalypse Now	Interplay	Action
Centipede	Hasbro Interactive	Action
Chessmaster Millennium	Mindscape	Misc.
Croc II	Fox Interactive	Action
Fighter Maker	Agetec	Fighting
G-Police Weapons of Justice	Psygnosis	Action
Gran Turismo 2	Sony	Racing
GTA: London	Take 2	Action
Knights of Carnage	THQ	Action
Quake II	Activision	Action
Star Ocean: The Second Story	Sony CEA	RPG
The Next Tetris	Hasbro Interactive	Puzzle
Ultimate Eight Ball	THQ	Sports
Vermin	Eidos	Action
Warzone 2100	Eidos	Strategy

July

Atari Greatest Hits Collection III	Hasbro Interactive	Misc.
Bass Landing	Agetec	Sports
Driver	GT Interactive	Action
Echo Night	Agetec	Adventure
Jade Cocoon: Story of the Tamamayu	Crave Entertainment	RPG
NFL Xtreme 2	989 Studios	Sports
Shao Lin	THQ	Fighting
Silhouette Mirage	Working Designs	Action

Future Releases

Action Man	Hasbro Interactive	Action
Aironauts	Red Storm Ent.	Action
Aliens Vs. Predator	Fox Interactive	Action
Beavis and Butt-head: Get Big in Hollywood	GT Interactive	Action
Cat Dog	Hasbro Interactive	Action
Chocobo Racing	Square	Racing
Chocobo's Dungeon 2	Square	Adventure
CTR: Crash Team Racing	Sony CEA	Racing
Daikatana	Eidos	Action
Demolition Racer	Accolade	Racing
Die Hard 2	Fox Interactive	Action
Dino Crisis	Capcom	Action
Dragon Quest VII	TBA	RPG
Final Fantasy Anthology	Square	RPG
Final Fantasy VIII	Square/Electronic Arts	RPG
Gauntlet Legends	Midway	Action
Glover	Hasbro Interactive	Action
Hot Wheels	Electronic Arts	Racing
IS Internal Section	Square/Electronic Arts	Action

Future Releases (cont.)

Jackie Chan's Stuntmaster	Midway	Action
Jeff Gordon XS Racing	ASC Games	Racing
Jurassic Park: Warpath	Electronic Arts	Fighting
KISS: Psycho Circus	Rockstar	Action
Macross Digital Missions VF-X 2	Bandai	Action
Medal of Honor	Electronic Arts	Action
Missile Command	Hasbro Interactive	Action
NBA Championship 2000	Fox Sports	Sports
Road Rash 2000	Electronic Arts	Racing
NHL Championship 2000	Fox Sports	Sports
Nightmare Creatures 2	Activision	Action
Omega Boost	Sony CEA	Action
Omikron: The Nomad Soul	Eidos	Action
Pac-Man 3D	Namco	Action
Planet of the Apes	Fox Interactive	Action
Pong	Hasbro Interactive	Action
Q*Bert	Hasbro Interactive	Action
R-Type Delta	Agetec	Action
Railroad Tycoon 2	Rockstar	Strategy
Rainbow Six	Red Storm Ent.	Action
Rat Attack	Mindscape	Action
Rayman 2: The Great Escape	Ubi Soft	Action
RC Stunt Copter	Midway	Simulation
Re-Volt	Acclaim	Racing
Ready 2 Rumble	Midway	Sports
Resident Evil 3 Nemesis	Capcom	Action
Rising Zan	Agetec	Action
Saga Frontier 2	Square Electronic Arts	RPG
Scrabble	Hasbro Interactive	Puzzle
Shadow Tower	Agetec	Adventure
Shadowman	Acclaim	Adventure
Sled Storm	Electronic Arts	Action
Soul of the Samurai	Konami	Action
Space Invaders	Activision	Action
Spyro the Dragon 2	Sony CEA	Action
Star Wars: Episode I Racer	LucasArts	Racing
StarCon	Accolade	Action
Tarzan	Sony CEA	Action
Test Drive: Cycles	Accolade	Racing
Tiny Tank	Sony CEA	Action
Tomorrow Never Dies	MGM Interactive	Action
Tony Hawk's Pro Skater	Activision	Sports
UmJammer Lammy	Sony CEA	Misc.
Vigilante 8: Second Offense	Activision	Action
Wild Wild West	SouthPeak Interactive	Action
WipeOut 3	Psygnosis	Racing
Wu Tang	Activision	Fighting
WWF Attitude	Acclaim	Action
X-Men	Activision	Fighting
You Don't Know Jack	Berkeley Systems, Inc.	Misc.

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.

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JULY 1972
MAY 1890
AUGUST 1436
OCTOBER 1998
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OCTOBER 3000
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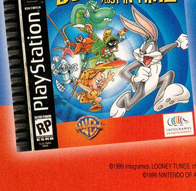
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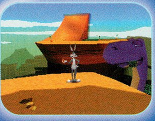

Bugs visits the Stone Age!

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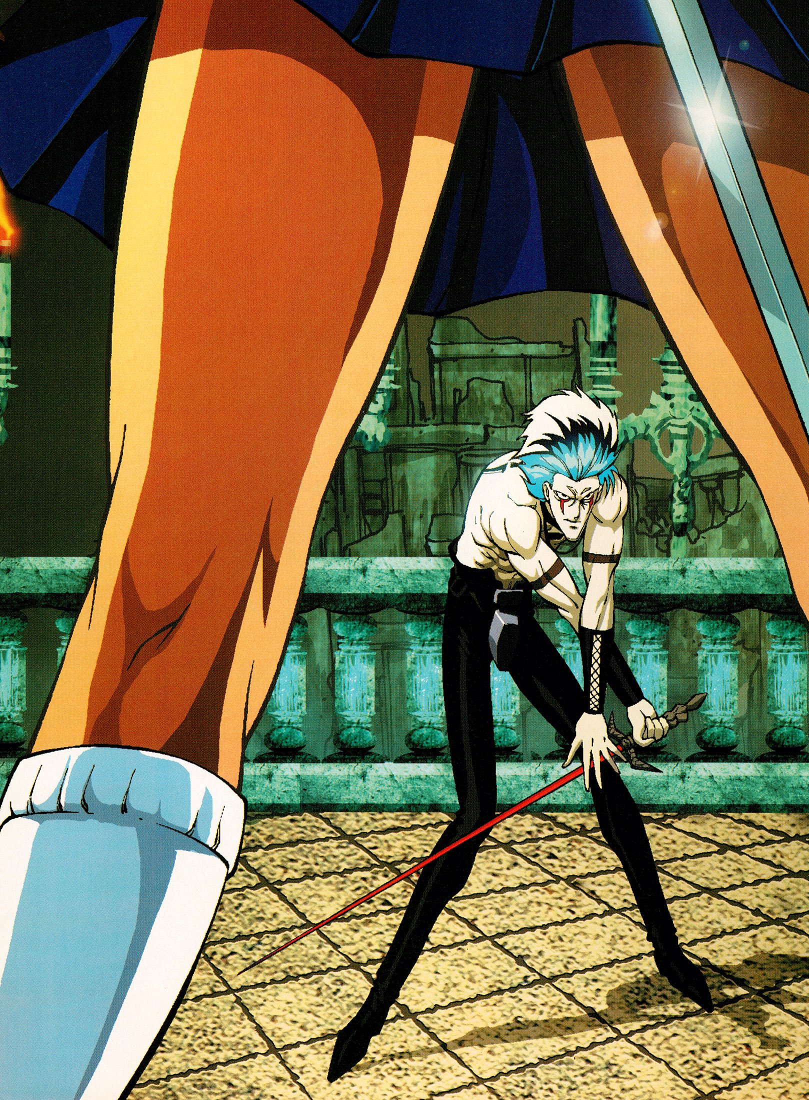

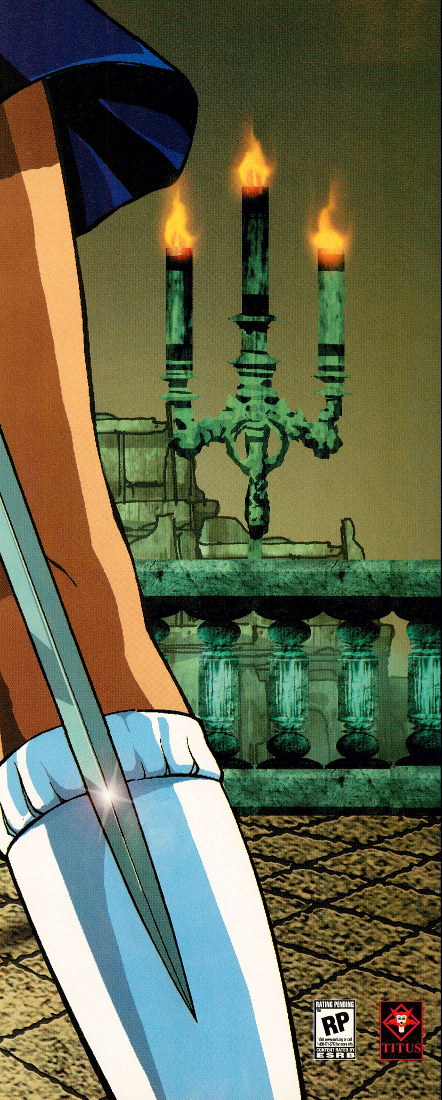

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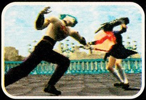

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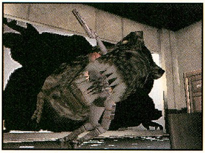
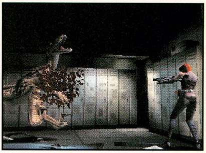
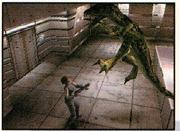
Theme: Adventure
# of Players: 1
Availability: Q4 99
Developer: Capcom
Publisher: Capcom
URL: www.capcom.com

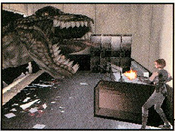


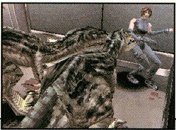


Dino Crisis

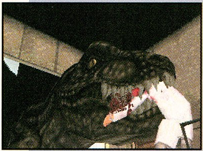
Resident Evil meets *Jurassic Park* in Capcom's new survival horror title







DISARMING ATTACKS: If the raptors get close they can bite your arm and twist it around, causing you to drop your weapon.



Survival horror may seem like a silly way to categorize a game, but as anyone who's played Resident Evil or Capcom's latest addition to the genre, Dino Crisis, can tell you, it's a very appropriate description. The ultimate goal in both games is simply to survive, sometimes by fighting and sometimes by running from onslaughts of deadly enemies. In Resident Evil they were rotting zombies and other freakish mutants; in Dino Crisis they are giant dinosaurs—wild, unpredictable, and after you. That's where the "horror" part comes into play.

But the two titles share much more than just the survival horror moniker; produced by Resident Evil creator Shinji Mikami, Dino Crisis uses the same basic look and adventure gameplay that RE1 and 2 established: gather clues and items (keys, guns, first-aid kits, etc.), solve puzzles, battle freakish creatures in your quest to discover the truth behind what happened and make it out alive. Luckily, Dino Crisis also has enough original features and variation on the tried-and-true Resident Evil formula to let it stand out on its own.

You play as Regina, a member of an elite government special forces team sent to the small tropical island of Ibis to rescue the famous scientist Professor Kirk. Kirk had been conducting experiments with a revolutionary new form of energy on the island until recently, when all communication with his lab suddenly stopped. Your mission starts off simply enough: Along with three fellow soldiers, you must find out what's going on, rescue the professor, and get out alive.

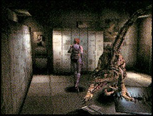
But as the game unfolds, the plot doesn't remain so straightforward. In at least two places in the game the story branches, and you have to decide between two choices on what to do next. Your decision affects the course that the rest of the game will follow and which ending you'll earn. With all these diverging plot lines, Dino Crisis should have excellent replay value.

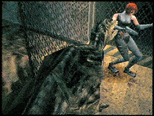
Maybe the most significant new feature in Dino Crisis are its real-time backgrounds. Constructed completely of polygons instead of prerendered screens like in Resident Evil, Dino Crisis' environments still look amazing and allow the game to do all sorts of new tricks. Instead of switching from one static camera angle to the next, the game pans, zooms and spins to follow the action. Not only does this avoid lots of sudden and disorienting camera-angle changes, but it also makes the game much more exciting and dynamic. Imagine Silent Hill without all that damn fog and you've got the idea.

Another benefit of the real-time backgrounds is that now they can be altered right in the middle of gameplay. When a dino chasing you smashes through a window or wall, it can all happen immediately, without cutting away or swapping in a new background picture. Desks can be knocked over, tables can be crushed, floors can give

9 The number of continues you are given in Dino Crisis, although you can still save your game at certain spots.

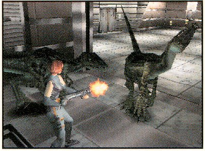
Dino-might!

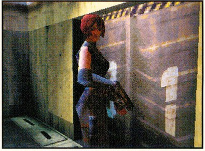




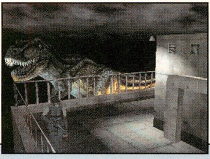
Like the zombie in Resident Evil, Dino Crisis' most common enemy is the ferocious velociraptor. These horse-sized dinos are deadly and tough, taking many shots to kill with the standard handgun, but are also surprisingly intelligent. Other prehistoric critters you will face are the T-rex (pictured on this page) and a pteradactyl, which can pick you up in its giant talons and slam you into walls.

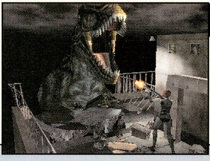
にかく
の島は狂ってるわ





The colored light-sourcing adds incredible realism and atmosphere.





Real-Time Realism

Because all the environments in Dino Crisis are modeled with real-time polygons, all kinds of things can happen that aren't possible in games with prerendered backgrounds like Resident Evil. For example, check out this T-rex coming after Regina, smashing through the top of a building.

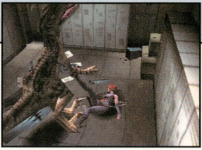
way—in many ways it makes for a much more unpredictable game.

Of course, the difference between fighting zombies and dinosaurs itself is also quite a change. The monsters in Dino Crisis don't slowly shuffle after you in great numbers; normally you only face off against a couple of dinos at a time—but even one is enough to keep you busy. The dino AI, especially for the raptors, is eerily realistic: These are animals, and they behave that way. They don't always attack you immediately, but rather watch you, see what you are doing, toy with you—hunt you. When the raptors do spring into action, they are ferocious; fast-moving and tough to kill, they never put up an easy fight. Losing them by running away isn't simple, either. They work their way quickly around obstacles, sometimes jumping up on tables and leaping right at you. Even getting through a door isn't a guarantee that you're safe; in the first few hours of the game one raptor leaps headlong over a fence after you, and another bangs on a door until it finally bursts open (scaring the living hell out of anyone playing).

As far as controls are concerned, Dino Crisis once again takes the basic Resident Evil system and alters it slightly, addressing some complaints players have had with the scheme in the past. The slow turning rate for your character has often been a problem in RE, so Dino Crisis lets you do a quick 180-degree about-face by tapping R2 twice. And to lessen the time it takes to raise and lower your gun, Dino Crisis lets you move with your weapon readied (kind of like a cop or SWAT team member going into a crime scene), but of course you move slightly slower.

With a good blend of what works from Resident Evil and enough original aspects to keep it interesting, don't be surprised if Dino Crisis ends up as the first in another blockbuster franchise from Capcom.

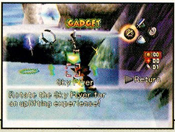
食うか食われるか……
どこの戦場も変わらねえ



Theme: Action
# of Players: 1
Availability: June
Developer: Sony CEI
Publisher: Sony CEA
URL: www.playstation.com

Ape Escape

Sony's surprise game is truly one to go bananas for



Rotate the Sky Flyer for an uplifting experience!

The intuitive item menu lets you assign weapons to your buttons.

2

The number of years spent developing this game, proving that taking your time does pay off. At least when it comes to games.

Monkeys shall inherit the Earth. Or that's the way things will turn out unless you manage to stop Spectre from executing his plans of world domination. But like most other villains, he can't do it by himself.

Which is why he needs monkeys—lots and lots of monkeys. Spectre is an enterprising creature (we're not exactly sure what in the hell he is), and thus he's brainwashed a legion of monkeys into breaking into a lab and using its time machine to send themselves into the past to ruin the future.

But they aren't going alone. The bad news is that the character which you control, Spike, and his friend Jacob also managed to get sucked into the time machine during the monkeys' raid. The good news is that now there's a way to stop Spectre and his minions.

In order to foil their plans, Spike must travel through time and use a variety of gadgets to nab the misbehaving apes and send them back to the present. And it can only be done by catching the monkeys with a device called a Time Net. But they aren't going to sit still and wait for you to net them—and that's where the fun and your other gadgets come into play.

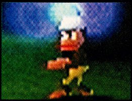
In the beginning of the game, Spike's offensive arsenal consists of only a Stun Club and a move best described as, well, a "butt stomp" to complement his Time Net. The Stun Club bears a remarkable resemblance to a Lightsaber, and can be used to stun the monkeys, giving you an additional crucial second to net them. It's your primary weapon, but it's only the first of many devices that will be at your disposal throughout the game.

Luckily, the Professor back at the lab is hard at work concocting gadgets to help Spike overcome obstacles he'll encounter as he progresses from time period to time period. Among them are a radar dish (used to find and see monkeys), a hula hoop weapon that also boosts your speed, a remote-control car that acts as a ramming weapon, a slingshot, and a boat-like device that can net water-treading apes while also giving you additional speed. All these devices are quite clever, but what really makes them special is their method of operation.

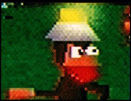
Ape Escape is the first PlayStation game to *require* the use of a Dual Analog controller, and after playing the game you'll

(continued on page 46)

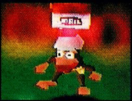
Monkey See, Monkey Do



Chillin'



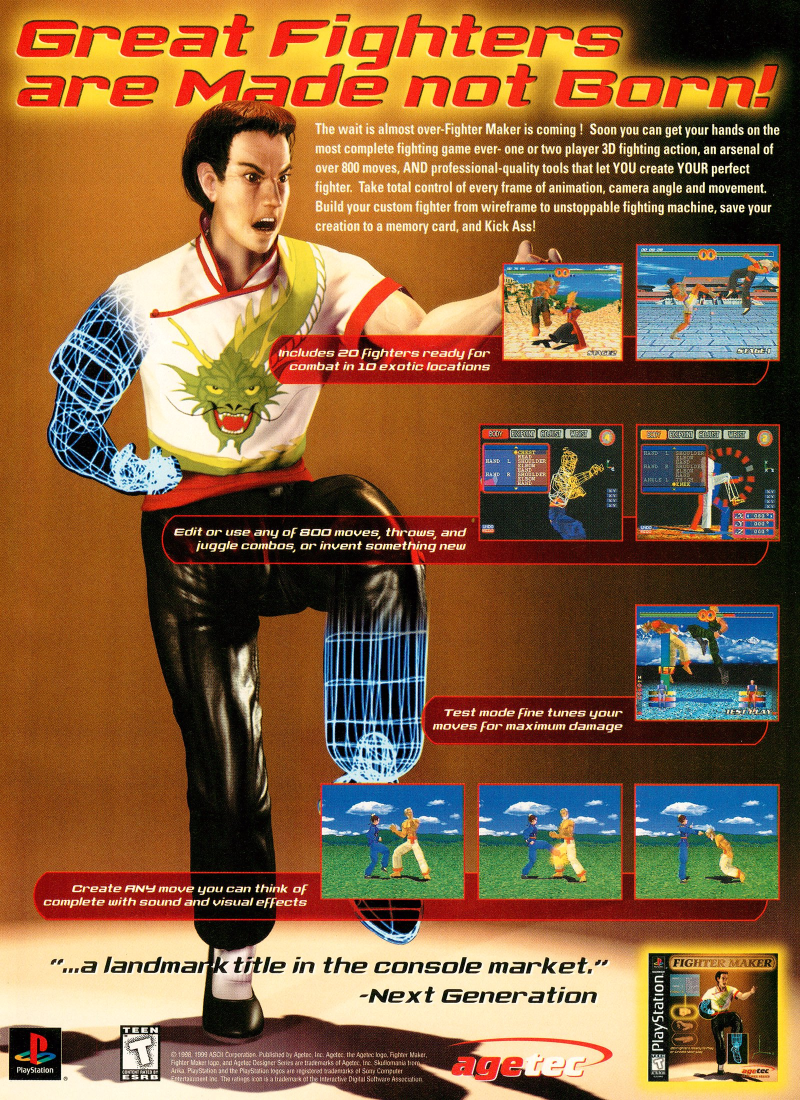
Annoyed



Really Pissed

Sneaking up on the monkeys is one of the key skills in Ape Escape. Each monkey has a different awareness level, but you can tell whether they know you're around by the color shown on the top of their hat. Blue means they're unaware of your presence, yellow means they think something's up, and red means they know you're after them, and the hunt is on!

Great Fighters are Made not Born!


STAGE2
STAGE 1
BODY
FIX POINT
ADJUST
WRIST
HAND L
HAND R
CHEST
HEAD
SHOULDER
ELBOW
HAND
ANKLE L
THIGH
KNEE
UNDO
TEST PLAY
FIGHTER MAKER
PlayStation
agetec

The wait is almost over-Fighter Maker is coming ! Soon you can get your hands on the most complete fighting game ever- one or two player 3D fighting action, an arsenal of over 800 moves, AND professional-quality tools that let YOU create YOUR perfect fighter. Take total control of every frame of animation, camera angle and movement. Build your custom fighter from wireframe to unstoppable fighting machine, save your creation to a memory card, and Kick Ass!

Includes 20 fighters ready for combat in 10 exotic locations

Edit or use any of 800 moves, throws, and juggle combos, or invent something new

Test mode fine tunes your moves for maximum damage

Create ANY move you can think of complete with sound and visual effects

> "...a landmark title in the console market."
> -Next Generation

TEEN
CONTENT RATED BY ESRB

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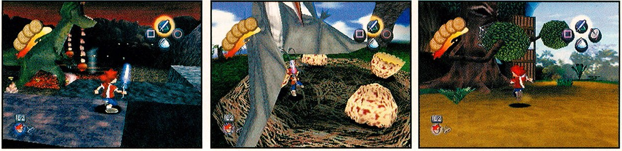
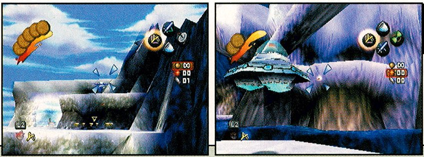
agetec



Many huge and visually impressive monsters and bosses are liberally scattered throughout the game.



See the world through Spike's eyes

By pressing L2, you can look around your world through a first-person view. This view becomes even more important when you acquire weapons like the slingshot, as it will allow you to precisely aim at your target.

understand why—there's just no way to beat the intuitive controls of this game. The left stick is used to control Spike while the right stick is used to aim your gadgets and weapons. This allows for an excellent amount of freedom in movement, technique and control. For example, the slingshot is fired by pulling back on the right stick, then releasing, which nicely represents the weapon's tension. And the hula hoop is controlled by quickly rotating the right stick. Also, by controlling your weapon and character movement independently, you can easily hit things on your periphery as you run by, or quickly turn around and bash something that sneaks up behind you. Ape Escape is clearly a 3D platform game with more to it than just running and jumping.

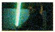
Despite all these innovations, the most impressive thing about the game thus far is how amazingly polished it is. Ape Escape has been secretly in development in Japan for more than two years, and it's obvious how well that time was spent. The graphics are absolutely gorgeous, the level design is refined, and the depth of gameplay is incredible. The programmers have thrown in several secret minigames, in addition to racing levels within the game and extra monkeys in early levels that are only reachable once you procure items from later levels.

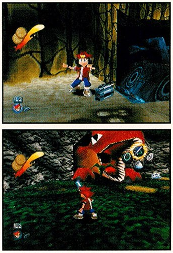
Quite frankly, we can't wait for the finished version of Ape Escape—and in next month's issue we'll definitely have a playable demo (and probably a review) of it, so you'll soon know why Ape Escape is poised to revolutionize PlayStation platform games.

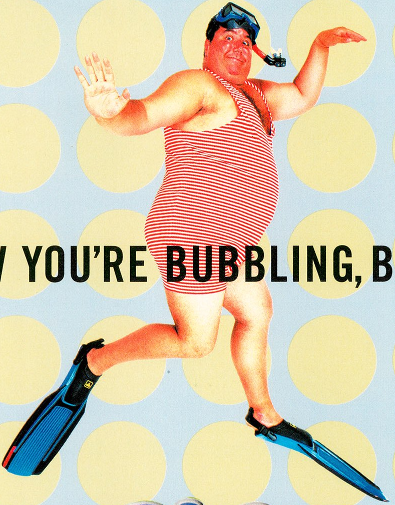
Hide and Seek

You're not gonna catch these monkeys by just running around like a lunatic with a net. In some instances you'll have to slowly crawl up to them by pressing the L3 button on the analog stick. By the time they discover you, it'll be too late for them. Sometimes the more aware monkeys will discover you despite your adeptness at crawling, in which case you must use your secret weapon—curling up into the fetal position. By pressing the R3 button, Spike will perform this humbling maneuver, and if he does it long enough, the monkey will stop worrying about him.

If Spike plans to wield a Lightsaber-like weapon, then he better be prepared to be compared to the biggest saber-whacker of them all, Luke Skywalker.

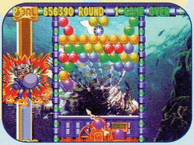
	 Spike	 **Luke Skywalker**	**Advantage**
His weapon is	a Stun Club-like Lightsaber	the original Lightsaber	Luke
His bad haircut	could hurt someone	could make someone laugh	Spike
He does battle with	monkeys	Darth Vader	Luke
His secret weapon is	curling up in the the fetal position	the Force	Luke
The quality of his voice-acting is	surprisingly good	surprisingly bad	Spike
Winner			Luke



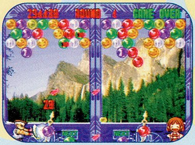


NOW YOU'RE BUBBLING, BABY!

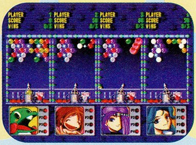
BUST-A-MOVE '99


656390 ROUND 1 GAME OVER

Choose from 1,000 mind-popping bubble puzzles!


294438 ROUND 4 GAME OVER

Take on 8 outrageous characters!



Engage in all-new, challenging 4 player action.*

EVERYONE
E
CONTENT RATED BY ESRB

NINTENDO 64

BUST-A-MOVE '99
Acclaim

PlayStation
BUST-A-MOVE '99
Acclaim

PlayStation®

Acclaim®
www.acclaim.net

* FOUR PLAYER MODE IS AVAILABLE ON THE NINTENDO 64 VERSION OF THE GAME ONLY.

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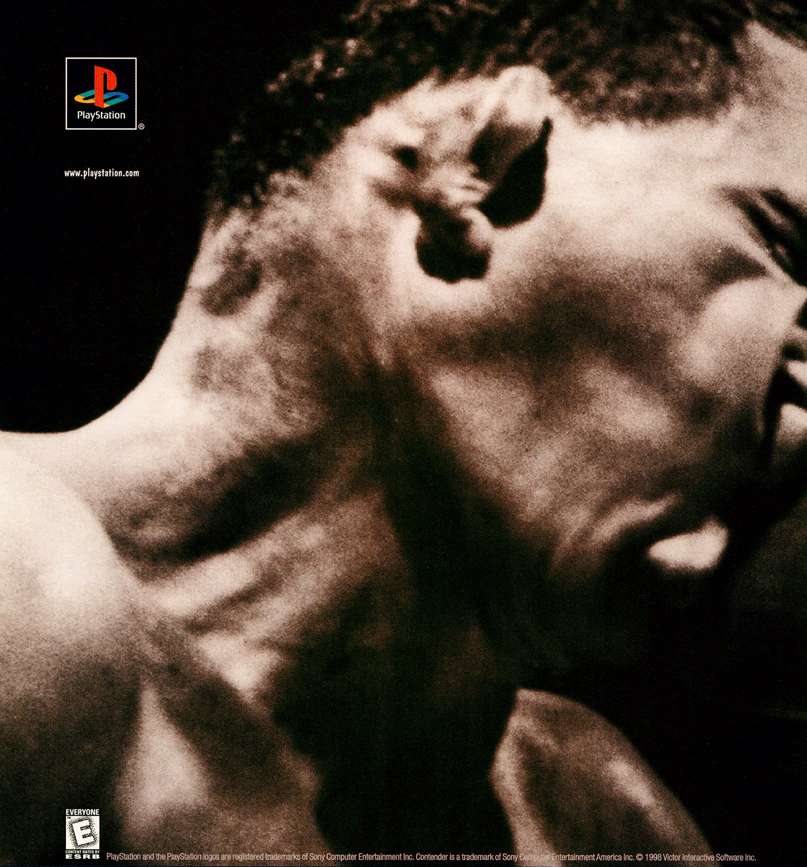

www.playstation.com

EVERYONE
E
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ESRB

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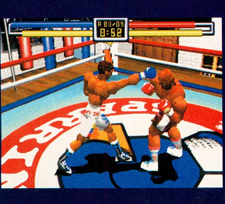
Holy Mackerel,
even my hair hurts.

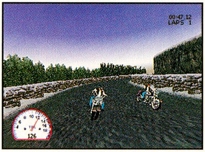


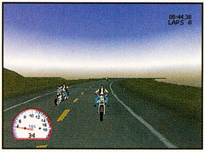
Introducing, Contender. The brutally fun boxing game.

Boxing isn't pretty. In Contender, you'll face 40 different thugs, all with their own look and fighting style. You can throw jabs, combinations and arcade-style knockout punches. Plus, you can build up the strength of your favorite fighter, save it to a memory card, and pummel a friend later. In short, it's a good old-fashioned, mano-a-mano slugfest.

CONTENDER™

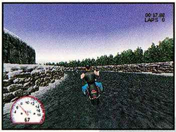
Theme: Racing
# of Players: 1-2
Availability: Q3 99
Developer: Accolade
Publisher: Accolade
URL: www.accolade.com

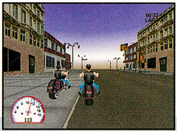


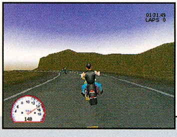


Test Drive Cycles

Accolade poses the question: Are two wheels better than four?



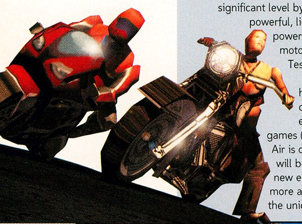




30

licensed bikes are expected in the final game—and then some!

These exclusive screenshots (which are obviously still quite early in the game's development, uh, cycle) offer a glimpse at TDC's track scenery and rider models.



Since the ancient times of early PC gaming, the Test Drive series has proven one of the most tenacious franchises in the video game world. One of the most important factors contributing to the longevity of the series is the developers' insistence on avoiding simple rehashes of previous successes. The latest incarnation of the series continues this trend on an even more significant level by replacing the powerful, licensed cars with powerful, licensed motorcycles. The result: Test Drive Cycles.

While Accolade has modified previous Test Drive engines for other games (the lackluster Big Air is one example), TDC will boast an entirely new engine designed to more accurately portray the unique handling characteristics of these monstrous machines. But fans of the arcade-style physics of previous Test Drive titles needn't worry that TDC will prove *too* realistic.

"We're really focused on creating the most accurate bike control possible in the classic Test Drive arcade environment," says TDC product marketing manager Craig Howe. "You will still be able to catch major air, pull insane wheelies, and wipe out in a variety of dynamic ways, but people who really understand how to ride motorcycles will be rewarded for their knowledge." One of the new cycle-specific additions is the inclusion of both front and rear brake controls. Manipulating these brakes separately will result in varying degrees of cornering ability—and at high speeds, squeezing the front brakes alone will result in some unpleasant acrobatics.

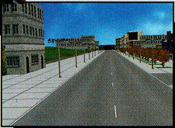
Like previous Test Drives, TDC's courses will be based on real-world locations. So far these include Utah, Washington, D.C., Tokyo, Death Valley, Amsterdam, Hong Kong and Switzerland (with additional basic and bonus tracks expected to raise the total to 24). These courses will be populated with plenty of traffic hazards ranging from slow-moving vehicles in your own lane to huge semis entering your path unexpectedly from cross-streets.

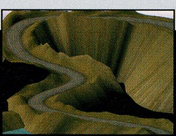
And what would a Test Drive game be without the official licensed vehicles? So far the game will include Kawasaki, Britton, Moto Guzzi and Victory Polaris on its roster, with the final total expected to break 30. The developers are committed to maintaining the "Beauty vs. Beast" lineup of the previous titles, so expect to see huge road hogs and tested classics alongside the slickest new crotch-rockets on the market.

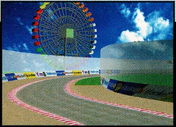
Expect all this two-wheeled goodness to hit store shelves this fall.

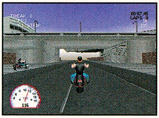
First looks

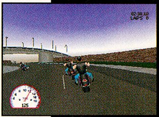
Although the game is still extremely early, you can check out these track models (right) to get an idea of how Cycles will look as it nears completion.

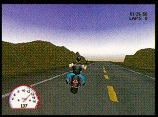












Rampant Speculation

Although at press time Accolade wasn't able to reveal the extent of TDC's licenses, they did comment that they were in pursuit of a license described only as "very big." This is pure speculation on our part, but we can think of only one motorcycle company big enough to fit that criterion: the granddaddy of them all, Harley-Davidson. Will TDC include Harleys? Stay tuned to find out.

YOYO YOKO

GOD BLESS THE RING
EHRGEIZ™

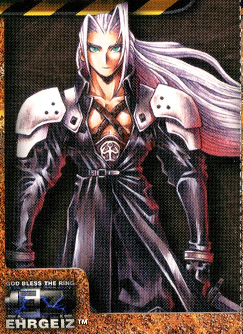
CLOUD STRIFE

GOD BLESS THE RING
EHRGEIZ™

PRINCE DOZA

GOD BLESS THE RING
EHRGEIZ™

SEPHIROTH


GOD BLESS THE RING
EHRGEIZ™

LEE SHUWEN

GOD BLESS THE RING
EHRGEIZ™

HAN DAEHAN

GOD BLESS THE RING
EHRGEIZ™

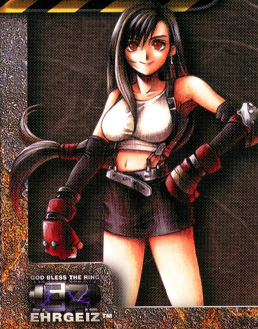
GODHAND

GOD BLESS THE RING
EHRGEIZ™

SASUKE

GOD BLESS THE RING
EHRGEIZ™

TIFA LOCKHART


GOD BLESS THE RING
EHRGEIZ™

Move Name	Command
Scissor Crush Combo	H H L H
Scissor Combo	H H L L
Bone Crush Combo	H H H L H
Bone Break Combo	H H H L L
Body Break Crush	H H H H L H
Spanish Castle Magic	G+L+S
Break Combo	H L H
Crush Combo	H L L
Half Killing	H G+H H
Hammer Knuckle	H+S

For More Game Hints: 1-900-407-5583, $0.95/min, $1.25/min live support, 18 yrs+, Touchtone phone required. U.S. accessibility only.

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Move Name	Command
Soldier Jab	H
Soldier Hi-Lo	H L
Soldier Chain	H H L
Shinra Chain Test Lab	H H H H
Soldier Knee	L+H
Soldier Elbow	L+H+S
Test Lab Shot	L+H+S H
Soldier Hook	H+S
Shinra Chain Wheel	H+S H H
Shinra Genesis Chain	H+S H L

For More Game Hints: 1-900-407-5583, $0.95/min, $1.25/min live support, 18 yrs+, Touchtone phone required. U.S. accessibility only.

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Move Name	Command
Quick Jab	H
High Tide	L L H
Cat's Tail	H H L
Sleeping Cat	H L
Slap Dragon	H S
Breaking Up	H S H H H H
Spinning Orchid	L L S
Snap Dragon	H+S
Low Kick	L
Flanker	L H

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Move Name	Command
Javelin Combo	G+L H H
Sling Kick	(Running) L+H
Fan Shave Combo	H H H H H
Fan Blade Combo	H H H H L H
Ultima Heel	H+L+S
Heel Slice	H+S
Blade Kick	L
Eagle Heel	G+H
Swallow Thrust	L+H H
Swallow Hunting	L+H

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Move Name	Command
Double Hand Slap	(Half circle) H
Heaven Kick	(Running) H
ACL Breaker	H L
ACL to Uppercut	H L H
ACL to Dagger Punch	H L L
Moonsault	(When above enemy) H+L
Falling Dragon	H+L+S
Dragon Cannon	H+L+S (Hold S)
Tiger Palm Strike	H+S
Tiger's Fake	After H+S, (D-pad left or right)

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Move Name	Command
Mastery Jab	H
Mastery High Low	H L
Jenova Linkage BIRTH	H H L
Jenova Linkage SYNTHESIS	H H H H H
Jenova Linkage DEATH	H L L H
Mastery Knee	H+L
Mastery Elbow	H+L+S
Fatal Trap	H+L+S H H
Mastery Hook	S+H
Mastery Low	L

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Move Name	Command
Zangan Jab	H
Zangan One-Two	H H
Avalanche Combo	H H H
Zangan Combination	H H L H
Dragon Claw	H+S H
Zangan Jab to Low	H L
Mythril Claw	H L H
Kaiser Sault	L+H H
Zangan Dragon Upper	L+H+S
Dolphin Blow	(Hold) L+H+S

For More Game Hints: 1-900-407-5583, $0.95/min, $1.25/min live support, 18 yrs+, Touchtone phone required. U.S. accessibility only.

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Move Name	Command
Ninja Jab	H
One-Two Slash	H H H
Ninja Rush	H H L
Bamboo Slash	L+S
Back Flip	H+L
Rising Back Flip	H+L H+L
Tsunami Shock	G+L H
Overhead Slash	H+S
Cutting Rage	H+S H
Somersault Rush	L H H

For More Game Hints: 1-900-407-5583, $0.95/min, $1.25/min live support, 18 yrs+, Touchtone phone required. U.S. accessibility only.

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Move Name	Command
Arm Jab	H
Homing Slider	L+S L
UD High Combo	H H L H
Heal Sword	G+H
Mirage Spin Kick	G+H+S L
Ogre Crash	H+L+S
Double Upper	H+S H
Low Kick	L
Hell Spin	L+S
Break Knuckle	L+S H

For More Game Hints: 1-900-407-5583, $0.95/min, $1.25/min live support, 18 yrs+, Touchtone phone required. U.S. accessibility only.

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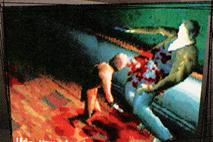
Don't be afraid of the dark. Be afraid of what it's hiding.



Use your brain. Use your brawn. And find your lost daughter, before you also lose your mind.

Friend or Fiend? is anything what it seems in this town?

PlayStation

MATURE M AGES 17+

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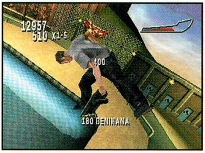
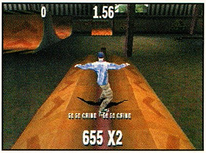
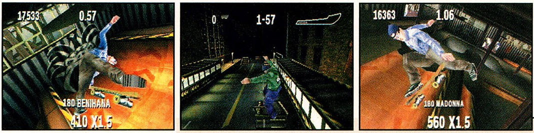
Theme: Sports
# of Players: 1-2
Publisher: Activision
Developer: Neversoft
Availability: Q3 99
URL: www.activision.com





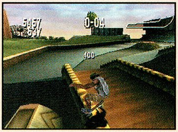
Tony Hawk's Pro Skater

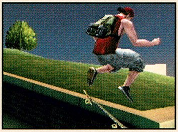
Skateboarding on PlayStation—this time, done right!

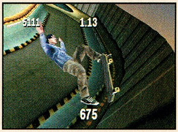


What we want to know is, who the heck comes up with the names for these tricks (above)?

9 **The number of real-life skaters represented in Pr Skater. Along with Tony Hawk, they include Bob Burnquist, Kareem Campbell, Rune Glifberg, Bucky Lasek, Chad Musk Andrew Reynolds, Geoff Rowley and Jamie Thomas**







Did the tepid Street Sk8er leave you skateboarding fans feeling a little underwhelmed? Well, hold onto your hats, because Activision is working on Tony Hawk's Pro Skater, and frankly, even at this early stage it's in a whole different league.

First, Pro Skater's levels are much more realistic than those in Street Sk8ter. Pro Skater has two basic level types: smaller, free-roaming areas, and larger, linear courses. Thankfully, even the linear courses offer a great deal of freedom, allowing skaters to basically plot their own path to the finish line. One such course is set in a shopping mall, and allows players to race on multiple levels by jumping railings or maneuvering up and down escalators.

The free-roaming levels are even more impressive, offering a convincing sensation of space and realism. These manage to represent actual street events like you'd see on ESPN2, but throw in enough outrageous jumps to keep arcade fans happy.

The trick system also appears refreshingly intuitive, and unlike in Street Sk8er, multiple tricks can be combined for a higher score. The only limit to the number of tricks you can perform in one jump is simply how quickly you can enter the button combinations. This can lead to some impressive replays.

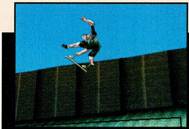
Also intriguing is the fact that the developers are working on awarding extra points for special environment-based maneuvers. For example, in the indoor Skate Park area (which we'll have playable on next month's demo disc), there's a wide ledge above the half-pipe, a ledge that also happens to overlook the drained pool. In the final game, the developers expect to award extra points for players who perform tricks off the ledge and land in the pool, just because it looks so darned cool. We expect to see similar undocumented bonuses in most levels.

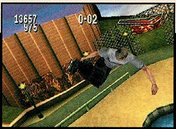
As if the detailed, realistic level design, the intuitive trick system, and the real-life skaters weren't enough, Pro Skater also throws in a two-player split-screen mode that opens up a number of competitive options. In addition to the obvious most-points-take-all competition, the game also will include the interesting Graffiti Mode, in which players mark obstacles with a chosen color by performing tricks off them. In order to win territory back, the opponent must perform a more complex trick off the same obstacle. The developers also expect to include a copycat mode, in which one player must repeat his or her competitor's last move.

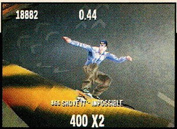
So far, Tony Hawk's Pro Skater easily looks to be the most promising skateboarding title on the PlayStation—and possibly on any system. Expect to hear more about this game as it nears release.

Near Miss

Interestingly, Activision revealed in a recent visit to our offices that they at one point considered publishing Street Sk8er, before Electronic Arts picked up the game. But they had already achieved significant progress with Pro Skater, and so decided not to pick up the other title. From what we've seen so far, it was a good choice.







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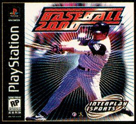

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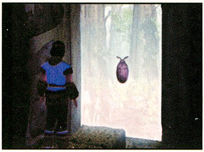
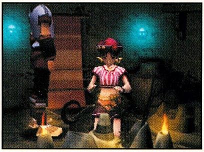
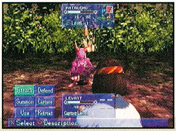


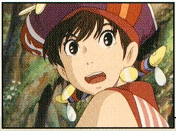


Theme: RPG
# of Players: 1
Availability: July
Developer: Genki
Publisher: Crave Ent.
URL: www.cravegames.com

Jade Cocoon

Crave's forthcoming RPG looks to be a well-bred effort





Katsuya Kondoh's distinctive anime gives Jade Cocoon an artistic edge.

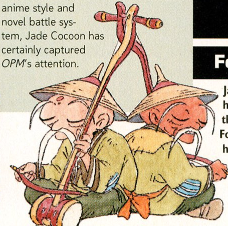
Newcomer Crave's sophomore RPG effort is a localization of Genki's Jade Cocoon: Story of the Tamamayu. Equal parts Monster Rancher and Final Fantasy VII, this intriguing title has all the markings of a potential sleeper hit.

At its core, Jade Cocoon offers a strong, traditional RPG experience. The game spins its graphical web with polygonal characters and lush, prerendered backgrounds. Internationally renowned anime artist Katsuya Kondoh, whose credits include Kiki's Delivery Service and the upcoming Princess Mononoke, provides the game's unique character design and art direction. The story follows Levant, a young Cocoon Hunter, on his quest to save his village from a deadly locust swarm and to uncover the secret of his father's disappearance. Along the way, Levant marries a young Nagi wife, learns the secrets of his trade from the village elders, and develops his powers and skill. Important plot points are often punctuated by beautiful anime sequences, but most of the story is revealed through fully voiced dialogue and the remarkable motion-captured in-game engine.

Jade Cocoon really crystallizes with its innovative battle system. Levant can capture any of the game's more than 150 monsters, and each one has its own statistics, special skills and a distinct character model. To succeed, Levant must summon the proper captured monsters to aid him in battle. Monsters can also be "merged" to form unique monster types. The new creature averages out the former monsters' attributes and abilities—but what's more impressive is that the melded beast's skin textures and skeletal structure are a combination of the two merging monsters. The progeny can then be merged yet again to unleash even more unique combinations. Genki even developed a proprietary skeletal mesh system to permit endless possibilities, and the results are quite impressive.

After completing the 40-hour quest, players can try the Hunting Mode to collect missed monsters, or pit their custom creations against a friend's in the Arena Mode. Monsters can even be bred and trained on the PocketStation.

With its unique anime style and novel battle system, Jade Cocoon has certainly captured *OPM*'s attention.

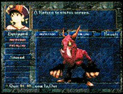


Garai
That man was your father Riketz, also known as, the Lion of Parel.

Morphology 101

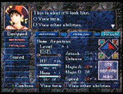
Merging creatures is the key to success in Jade Cocoon. The final creature will have attributes and skills from both of its "parents," so choose your progenitors wisely. You can't "unmerge" creatures, so think twice before throwing your favorite baby into the melting pot. Here's how to do it:

First, choose the creatures you want to merge.



Next, preview the merged creature's statistics and form.

Finally, give the go ahead to merge! Hopefully, your new monster is twice as good as either of the older ones.



Forestry Handbook

Jade Cocoon is set in the forests surrounding Levant's hometown of Syrus. A sort of nexus between the worlds, the Barrier Gate links the different forests. The Beetle Forest, Dragonfly Forest, Moth Forest and Spider Forest all have their own unique appearance, hazards, vegetation and monsters to capture. Levant's travels will take him to each of these forests—and beyond.

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Stratford Square	Bloomingdale	IL	July 24, 25
Oakridge Mall	San Jose	CA	August 1
Sierra Vista	Clovis	CA	August 8

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MALL	CITY	STATE	DATE
Manhattan Mall	New York	NY	July 10, 11
Gwinnett Place	Duluth	GA	July 17, 18
Ford City	Chicago	IL	July 24, 25
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All Contestants

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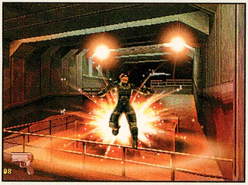
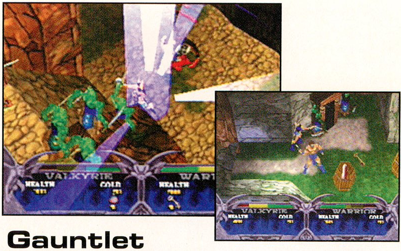
SEPHIROTH
33
SASUKE

Fighting Force 2

The first Fighting Force was a reasonably enjoyable (if somewhat lackluster) roaming brawler, and the sequel is looking to capitalize on the strengths of the original while addressing every weakness. Most interesting is the switch to prerendered backgrounds, which will allow for much more detailed scenes. We're just curious how the action will survive the transition. Expect lots of destructible environments and street-brawl mayhem.

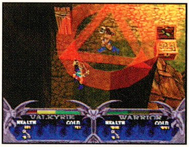


Theme Action
Publisher Eidos
# of Players 1-2
Developer Core
URL: www.eidos.com

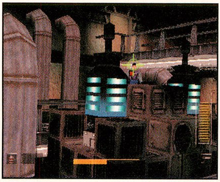


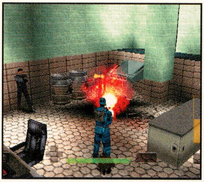
Gauntlet Legends

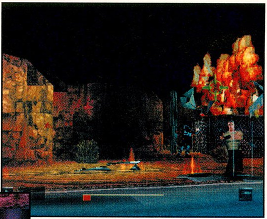
Midway takes the classic hack-'n'-slash gameplay of the original Gauntlet and transplants it into three dimensions, adding a ton of extras to give the game a great deal more depth. Hidden areas, devastating power-ups and giant bosses abound, as four hardy adventurers set out to defeat the evil Skorne. The game even includes a level-up system to make your characters even more powerful.

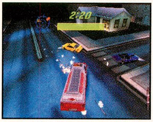


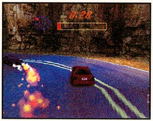
Theme Action
Publisher Midway
# of Players 1-2
Developer Blam!
URL: www.midway.com

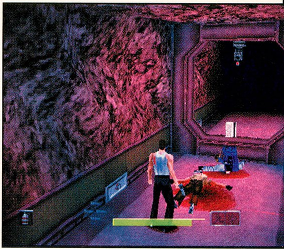












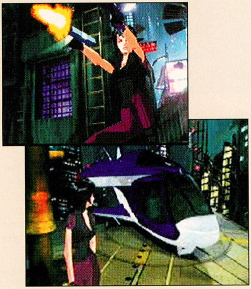
Die Hard Trilogy 2

John McClane returns in another intense collection of diverse action games. The shooting section from the previous DHT is still one of the best the PS has seen; it looks like the sequel will continue that trend, with adventure and driving games to boot!

Theme Action
# of Players 1
Publisher Fox Int.
Developer n-Space
URL: www.foxinteractive.com

Fear Factor

In Fear Factor, you control three mercenaries in a search for the daughter of a powerful figure in the Hong Kong underworld. Expect the game to take cues from classic Hong Kong action flicks, with lots of spectacular gunplay and a wide selection of powerful weaponry.



Theme Action	**# of Players** 1
Publisher Eidos	**Developer** N/A
URL: www.eidos.com	

Rainbow Six

The PlayStation conversion of the popular PC title (which, in turn, is based on the work of the popular military novelist Tom Clancy) is expected to retain the focus of the original game while offering simpler controls and more direct mission objectives. The PC version allows players to strategically plot out missions; the PS version will focus more on the *execution* of these objectives.

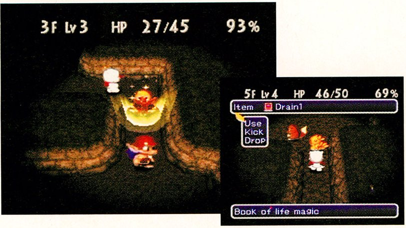
Theme Action	**# of Players** 1
Publisher Red Storm	**Developer** Rebellion
URL: www.redstorm.com	

Colony Wars:
Red Sun

This time around, Psygnosis is giving Colony Wars fans a chance to choose their own destiny. Now players take on the role of a mercenary-for-hire to the highest bidder—which can be either the Navy or the rebellious League! The plot thickens...

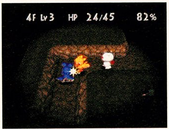
LASER
ANTISHIELD MISSILE

Theme Action	**Publisher** Psygnosis
# of Players 1	**Developer** Leeds Studios
URL: www.psygnosis.com	

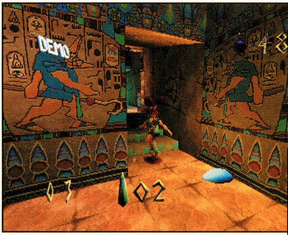


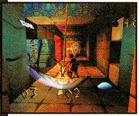
Chocobo's Dungeon 2

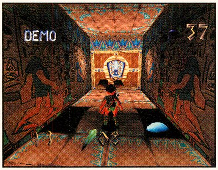
This cutesy action/RPG set in the Final Fantasy universe boasts familiar creatures and enemies, a quick battle interface and even a Random Dungeon Generator to ensure that each quest is a brand-new one. Though this may not be for more "serious" fans of the FF series, it will offer a nicely lighthearted alternative.



Theme RPG	**# of Players** 1
Publisher Square EA	**Developer** Squaresoft
URL: www.squaresoft.com	







TNT: Tricks and Treasure

TNT pits players against one another in a fight for control of the planet Dorc (really!) as they race to collect all the pieces of the ancient Crown of Dorc. You'll be able to waylay your friends with more than 15 nasty surprises, like spells, traps and weapons. With four-player split-screen support, this sounds sort of like a fast-paced, multiplayer Deception. Cool!

Theme Action **Publisher** Psygnosis
# of Players 1-4 **Developer** Hammerhead
URL: www.psygnosis.com

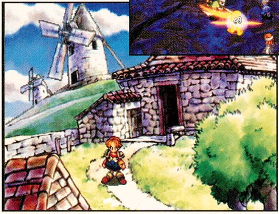
Theme Action **# of Players** 1
Publisher Namco **Developer** Namco
URL: www.namco.com

Pac-Man World 20th Anniv.

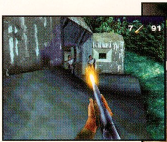
Namco is commemorating the 20th anniversary of one of the first and most popular video game characters in the world by releasing this adventure featuring the loveable little spherical guy roaming throughout a 3D world. Of course, he'll be surrounded by his ghostly nemeses—but never fear; there'll be plenty of Power Pellets around to help turn the tide. Given Namco's treatment of previous "retro" titles, expect lots of background info as well.

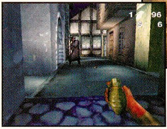
SaGa Frontier II

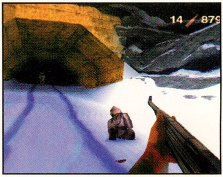
A more focused story isn't the only improvement in this RPG sequel; the game also boasts a beautiful new graphics style that resembles a watercolor painting—truly a work of art in motion. Players will now also be able to customize the depth and pace of battles to suit their particular preference.



Theme RPG **Publisher** Square EA
# of Players 1 **Developer** Squaresoft
URL: www.squaresoft.com







Medal of Honor

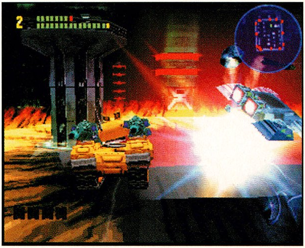
PlayStation owners looking to save Private Ryan need look no further than Medal of Honor. This first-person shooter is set in an authentic World War II environment, with accurate weapons, realistic locations and some highly developed enemy AI. Tons of nifty extras make MOH look like more than the average FPS.

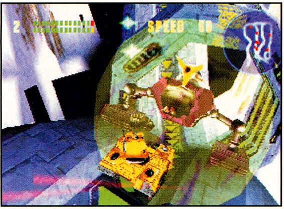
Theme Action **Publisher** Electronic Arts
# of Players 1-2 **Developer** DreamWorks
URL: www.ea.com

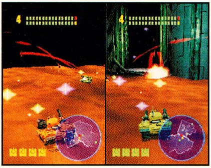
Tiny Tank

Originally intended for release quite some time ago, Tiny Tank was sent back to the drawing board when response from the press proved too unenthusiastic for the designers' liking. Now Sony CEA has picked up the game, and they're implementing an assortment of changes designed to satisfy the discerning gamer. Included on the list are a faster, smoother game engine; smoother, more seamless levels; an optimized control scheme; and less annoying asides from the mouthy mechanical hero.

Theme Action **Publisher** Sony CEA
# of Players 1 **Developer** AndNow/Appaloosa
URL: www.playstation.com

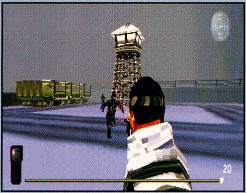






Mission: Impossible

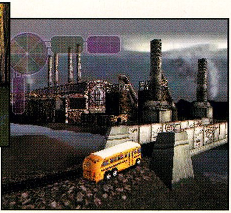
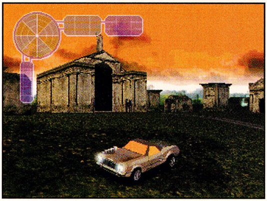
Infogrames is porting its N64 adventure of stealth and intrigue to the PlayStation. Players will take on the role of Ethan Hunt (the character played by Tom Cruise in the film) as he unravels a complex plot of international espionage—with the help of some nifty high-tech gadgets. But remember—if you're caught, they will disavow all knowledge of your existence.



Theme Adventure **Publisher** Infogrames
# of Players 1 **Developer** X-ample
URL: www.infogrames.com

Vigilante 8: Second Offense

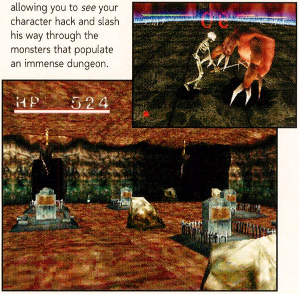
The grooviest game of car combat to hit the PlayStation returns with a new assortment of characters, vehicles weapons and arenas. The game will focus on larger and more intricate missions, and will throw into the mix more detailed environments and new graphic effects, like exhaust, fog and water. Look for a huge preview next month!

Theme Action **Publisher** Activision
# of Players 1-2 **Developer** Luxoflux
URL: www.activision.com

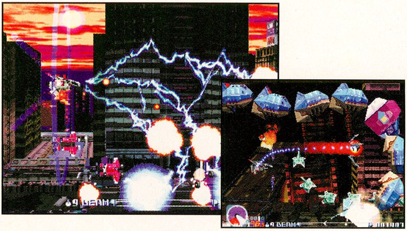
Shadow Tower

Shadow Tower is at its heart a first-person-perspective RPG-style adventure in the style of King's Field, but with a twist: Enemy encounters take place within a 3D fighting-game engine, allowing you to *see* your character hack and slash his way through the monsters that populate an immense dungeon.



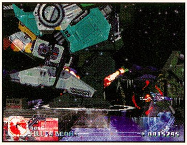
Theme Adventure	**Publisher** Agetec
# of Players 1-2	**Developer** From Software

URL: www.agetec.com



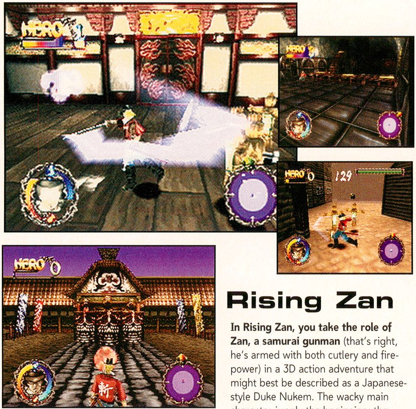
R-Type Delta

As long as this game remains faithful to the Japanese version, it may very well be one of the best shooters ever. With three significantly different ships to choose from, the game has plenty of variety and loads of replay value. A well-designed continue system makes for an excellent difficulty curve, and the graphics are simply mind-blowing. This one isn't just for fans of the classic R-Type games; if you liked Einhänder, you're gonna *love* Delta.



Theme Shooter	**Publisher** Agetec
# of Players 1	**Developer** Irem

URL: www.agetec.com



Rising Zan

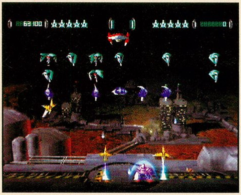
In Rising Zan, you take the role of Zan, a samurai gunman (that's right, he's armed with both cutlery and firepower) in a 3D action adventure that might best be described as a Japanese-style Duke Nukem. The wacky main character is only the beginning; the game is said to include plenty of humor along with a load of minigames and puzzles. "Zakennayo!"

Theme Action	**Publisher** Agetec
# of Players 1	**Developer** UEP Systems

URL: www.agetec.com

Theme Action	**Publisher** Activision
# of Players 1-2	**Developer** Z-Axis

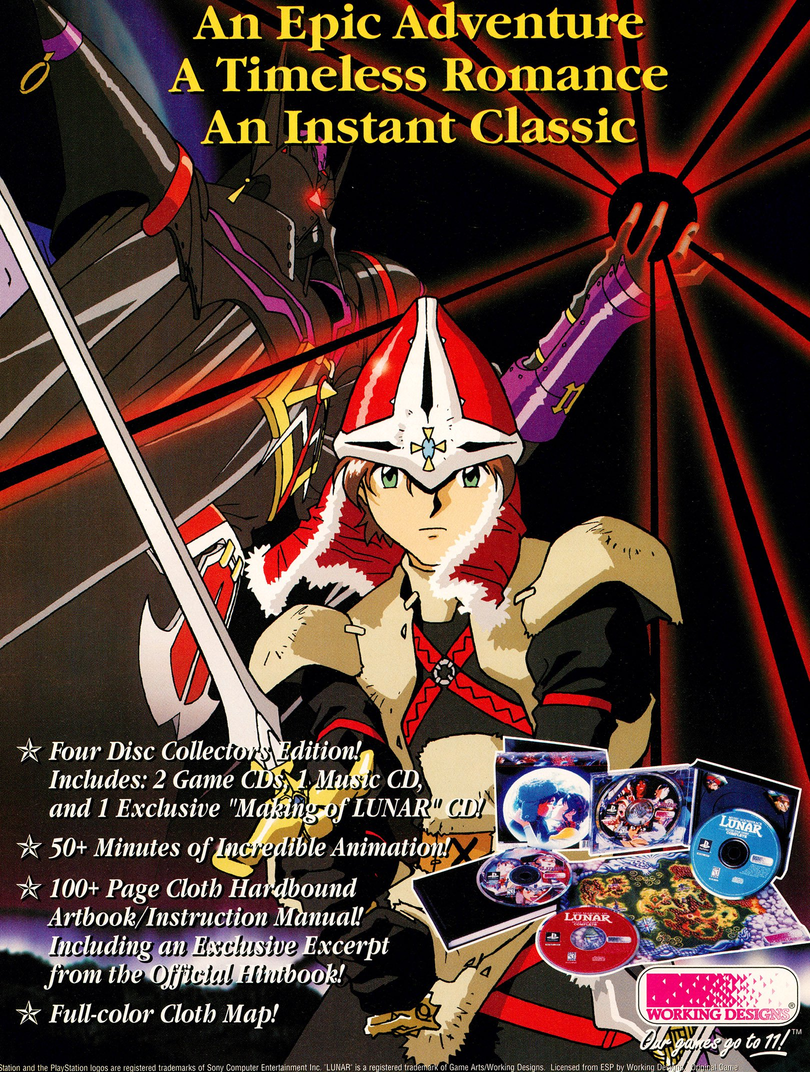
URL: www.activision.com



Space Invaders

The PlayStation update of Asteroids turned out so well, Activision decided to give the same treatment to another classic coin-op. Lots of detailed graphics and flashy effects will supplement the simple, addictive gameplay. This version will include 10 different worlds, each with its own look, and a host of nifty power-ups that the designers of the original could only dream of.

An Epic Adventure
A Timeless Romance
An Instant Classic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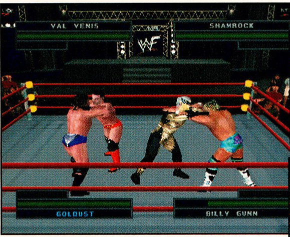
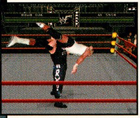
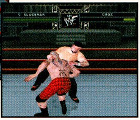
CONTENT RATED BY ESRB

Dyne surrendered his life on his last journey to the distant Frontier.







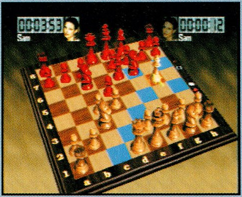
OWEN HART
D-LO BROWN

WWF Attitude

The wrestling craze is in full swing, and the company responsible for WWF War Zone is preparing to release WWF Attitude. Wrestlers will now be able to take their battles *way* outside the ring, even fighting in the aisles of the arenas. Also, expect the series to expand on the hilarious Create-A-Wrestler option, with players now able even to mix and match a variety of facial features.

Theme Action **Publisher** Acclaim
# of Players 1-2 **Developer** Iguana
URL: www.acclaim.net

Theme Strategy **Publisher** Mindscape
# of Players 1-2 **Developer** Starsphere
URL: www.mindscapegames.com

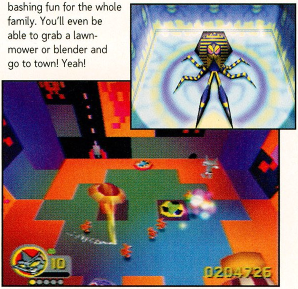


Chessmaster Millennium

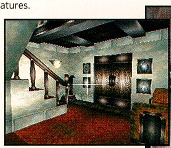
The dreams of chess-loving PlayStation owners will finally come true when Mindscape releases its adaptation of the long-running PC Chessmaster series. The game will include multiple chess sets and boards, the option to play with 2D or 3D sets, and a host of helpful options for the chessmaster-in-training, from gentle hints to full tutorial modes.

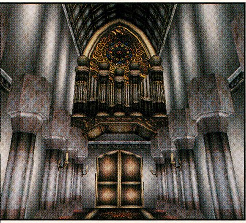
Rat Attack

In Rat Attack, players must control ferocious felines as they attempt to protect the world from an evil mutant rat invasion. The game will support up to four players, allowing plenty of rat-bashing fun for the whole family. You'll even be able to grab a lawnmower or blender and go to town! Yeah!



Theme Action **Publisher** Mindscape
# of Players 1 **Developer** PURE Entertainment
URL: www.mindscapegames.com

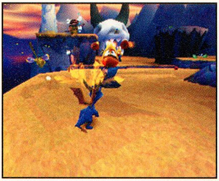


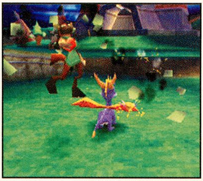


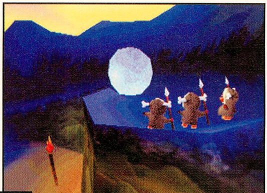
Echo Night

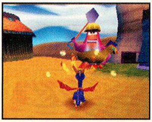
Echo Night puts players in the role of a man named Richard Osmond (no relation to Donny and Marie) who, in 1937, receives a key from his father—a key that opens a doorway in time and transports him into a series of supernatural adventures. He must explore areas like ghost ships and haunted mines, freeing lost spirits from the material world. Sounds spooky!

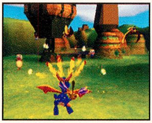
Theme Adventure **Publisher** Agetec
# of Players 1 **Developer** From Software
URL: www.agetec.com

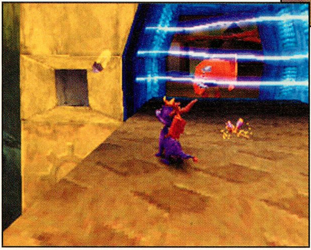












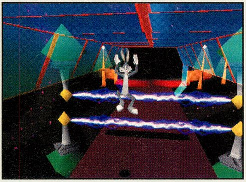
Spyro the Dragon 2
(working title)

After successfully rescuing all the elder Dragons, Spyro's taking a vacation at Dragon Shores...or so he thinks. In this new adventure, he'll swim and climb (among other things) through 30 new worlds.

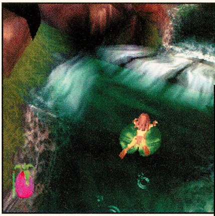
Theme Action **Publisher** Sony CEA
# of Players 1 **Developer** Insomniac
URL: www.playstation.com

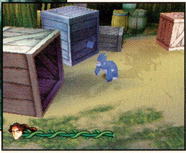
Lost in Time

Travel with Bugs Bunny through time as he gets involved in a series of classic Looney Tunes adventures. Not only will the feisty hare be catapulted through time and space, but he'll also have to deal with the likes of Yosemite Sam, Marvin the Martian and his cruel archnemesis Elmer Fudd. So far the graphics look surprisingly true to the style of the classic cartoons. Let's hope the humor follows suit.



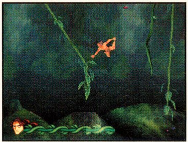
Theme Action **Publisher** Infogrames
# of Players 1-2 **Developer** Behaviour Int.
URL: www.infogrames.com





Tarzan

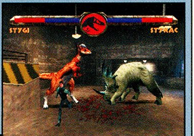
Sony CEA is going to give PlayStation owners a chance to get wild with the release of Tarzan this summer. Players will take on the role of the legendary figure (and the star of Disney's latest animated flick) as he grows from youth to adulthood in the lush jungle. Tarzan will ride elephants, swing on vines, navigate treacherous rivers and meet strange creatures as he works his way through 14 different platformer levels. So far, the game's graphics, environments and character models look stunning.

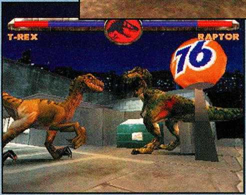


Theme Action **Publisher** Sony CEA
# of Players 1 **Developer** Disney Int.
URL: www.playstation.com

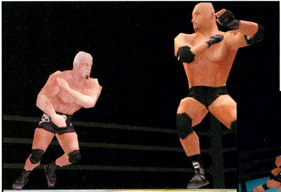
Warpath: Jurassic Park

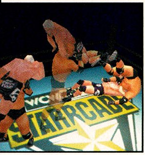
The Lost World: Jurassic Park may have been an awful platformer, but it sure looked great. Now the folks at DreamWorks are using their amazingly realistic dinosaur-building skills to strike out into a new genre: fighting games! Warpath will include 14 different dinosaurs that will each show damage effects as the battle continues. Players will even be able to devour humans and small animals to increase their character's health! Sounds like a great idea for a minigame!

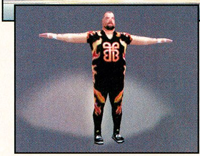


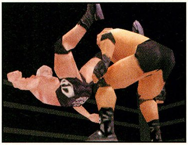


Theme Fighting — **Publisher** Electronic Arts
# of Players 1-2 — **Developer** DreamWorks
URL: www.ea.com







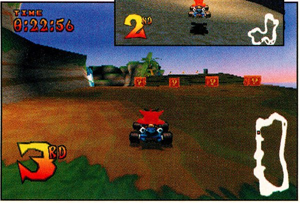


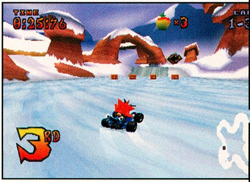
WCW Mayhem

EA is finally entering the ring to bring their first wrestling title, WCW Mayhem. There will be over 60 different WCW wrestlers included, and the game will offer a wrestler creation feature as well. There are 15 different "sets," including WCW Pay Per View and Nitro, in addition to a 16-player royal rumble match that allows players to rotate in once one is eliminated.

Theme Action — **Publisher** Electronic Arts
# of Players 1-4 — **Developer** Kodiak Int.
URL: www.ea.com

TIME 1:14:36
×0
LAP 1-3
2ND

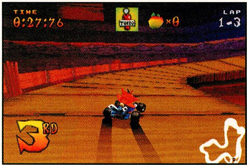




TIME 0:26:76
LAP 1-3
3RD

CTR: Crash Team Racing

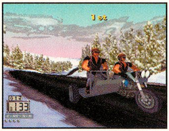
The whole world has been sped up by a mad scientist named Nitros Oxide and our favorite bandicoot and his friends must race to save the planet. CTR will add a much-needed multiplayer racing game to the PlayStation library and will include 20 different tracks in Adventure, Time Trial, Versus, Gran Prix and Battle modes.

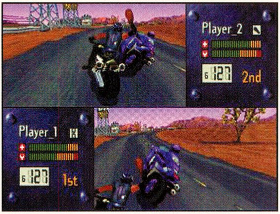


Theme Racing — **Publisher** Sony CEA
# of Players 1-4 — **Developer** Naughty Dog
URL: www.playstation.com

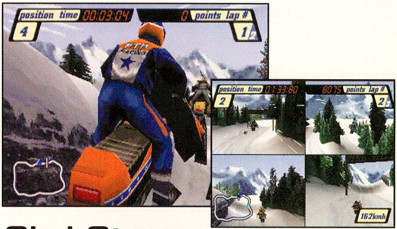
Road Rash 2000

The previous version of this game, Road Rash 3-D, was criticized for not having enough fighting. EA is going to make sure they don't make the same mistake by offering combos, two-player cooperative play and a host of new weapons.



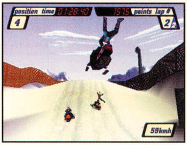


Theme Racing	**Publisher** Electronic Arts
# of Players 1-2	**Developer** Electronic Arts
URL: www.ea.com	

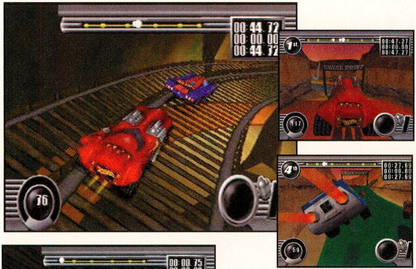


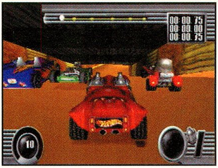
Sled Storm

Now that there's way too many snowboarding games, EA is set to start a new avalanche of winter extreme sports games with the first PlayStation snowmobile game. The game includes eight "SnoCross" tracks and eight "Open Mountain" tracks that have different routes to take. The game focuses on racing, but will also feature some roughhouse antics such as knocking your opponents off their snowmobiles and performing tricks during the race. An additional highlight is the four-way split-screen action.



Theme Racing	**Publisher** Electronic Arts
# of Players 1-4	**Developer** Electronic Arts
URL: www.ea.com	



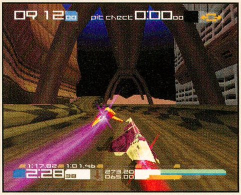


Hot Wheels

Now here's an interesting idea. Hot Wheels lets you race 40 of what the developers consider the "all-time coolest Hot Wheels cars." We're not sure how that's determined (panel of judges?), but we do know that you can race the cars and perform stunts while listening to a soundtrack that contains music from Metallica and Mix Master Mike, among others.

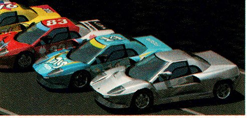
Theme Racing	**Publisher** Electronic Arts
# of Players 1-2	**Developer** Stormfront
URL: www.ea.com	

Theme Racing	**Publisher** Psygnosis
# of Players 1-2	**Developer** Psygnosis
URL: www.psygnosis.com	



WipeOut 3

While we're waiting for Psygnosis to showcase a WipeOut 3 that's closer to completion, we figured we would give you another quick look. WipeOut 3 basically offers more of the same gameplay that made the first two popular, but with better aesthetics (this one is completely in high-res) and more emphasis on the differences between the vehicles. Expect lots of new (and more complex) tracks, music and firepower.



"R4 has to be the best-looking PlayStation racer ever (yes, edging out even Gran Turismo)."
- Official PlayStation Magazine, December 1998

"The first great racer of 1999 could be a ***Gran Turismo Killer***."
- Official PlayStation Magazine, February 1999

PlayStation
R4
RIDGE RACER TYPE 4
EVERYONE
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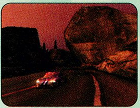
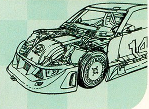
It's how the French fry the competition. Its classic design and vacuum-like handling are legendary on the Grand Prix - not to mention its trés nasty custom-designed aluminum engine. It is the Dirigeant - just one of the automotive marvels that tear up the streets in R4. With over 300 new cars, 45 fantastic models, 8 thrilling courses, a 2-player split-screen mode and only one way to drive. Fast. R4's asphalt gulping graphics and spectacular racing environments deliver racing speeds that were once deemed impossible. But not anymore. Now you've got R4. Au revoir, mon ami.

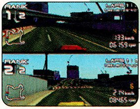
R4
RIDGE RACER TYPE 4™

Think fast. Drive faster.

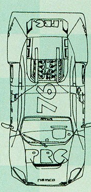
- Sensational graphics and lighting effects give every race a cinematic feel
- Race at all times of day and night, even during dramatic sunsets
- Relive your greatest moments through the dynamic-camera replay mode
- Watch your race with all-new motion-blur effects

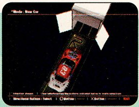






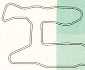
- Battle head-to-head in split-screen vs. mode



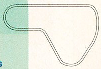


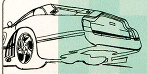
- Speed-tuned physics keep the arcade-style action fast-paced
- Championship performances unlock secret hidden supercars
- Don't be afraid to bump the other car, it's all part of a winning strategy

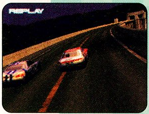
- Join one of four international race teams - each with individual strengths and weaknesses
- Design original logos to customize your car



- Race on gorgeous cityscape, countryside and race-track courses







- Money can't buy victory. You've got to earn new cars with your race performance
- Experience all the ups and downs of a full racing season in the Grand Prix mode
- Includes a Ridge Racer Turbo Mode bonus disc with 8 60 FPS tracks

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Dig
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EVERYONE
E
CONTENT RATED BY ESRB
05...04...03...02...0

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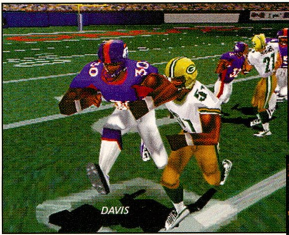
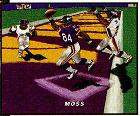
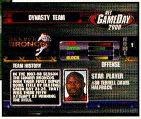
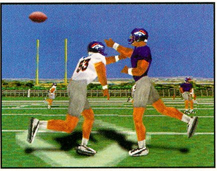





DYNASTY TEAM
NFL GAMEDAY 2000
DENVER BRONCOS
OFFENSE
STAR PLAYER
#30 TERRELL DAVIS
HALFBACK

TEAM HISTORY

IN THE 1997-98 SEASON THE DENVER BRONCOS WON THEIR FIRST SUPER BOWL TITLE BY BEATING GREEN BAY 31-24. THAT WAS THEIR FIFTH ATTEMPT AT WINNING THE TITLE.

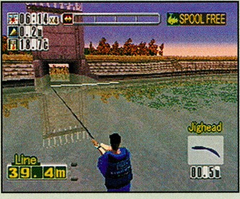


NFL GameDay 2000

989 Sports is keeping quiet about the latest addition to their football franchise, but they did furnish us with these screenshots. Expect lots of new features, including a deep Dynasty Mode, training camp and improved artificial intelligence.

Theme Sports
Publisher 989 Studios
# of Players 1-4
Developer 989 Sports
URL: www.989sports.com

Theme Sports
Publisher Agetec
# of Players 1
Developer Ascii
URL: www.agetec.com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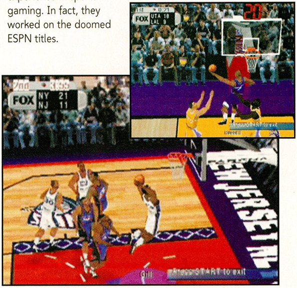
Bass Landing

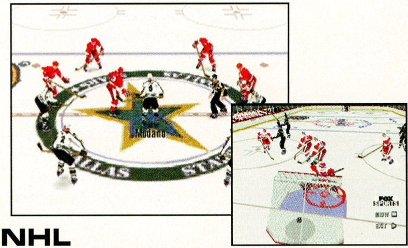
Not only will this game include a number of huge lakes, an extensive training mode and a load of different fish (i.e., not just bass), it will also come packed with a special fishing controller to make it even more realistic (hopefully it will include force feedback). With the strangely addictive Fisherman's Bait already on the shelves and even more fishing titles on the way, it's a good time to own a PlayStation for the armchair angler.

NBA Championship 2000

It's great to see that Fox is finally putting effort into their sports games, instead of just porting crappy Gremlin-developed titles. Although we don't know what the quality of the game is, Radical entertainment has some experience in sports gaming. In fact, they worked on the doomed ESPN titles.

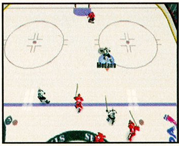

FOX
UTA 18
LAL 9
FOX
NY 21
NJ 11
NEW JERSEY
START to exit

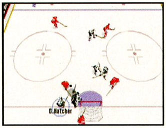
Theme Sports
Publisher Fox Sports
# of Players TBD
Developer Radical Entertainment
URL: www.foxinteractive.com


Modano
DALLAS STARS
FOX SPORTS

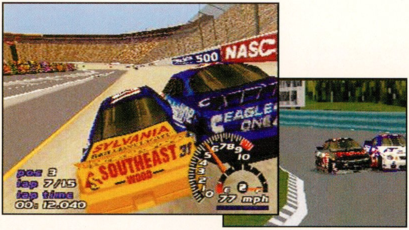
NHL Championship 2000

Developed by hockey veteran Radical Entertainment, this game will surely have (at the very least) good artificial intelligence in addition to plenty of Fox Sports pizzazz.



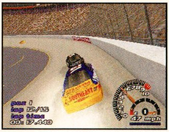


Theme Sports
Publisher Fox Sports
# of Players TBD
Developer Radical Ent.
URL: www.foxinteractive.com



NASCAR 2000

Not much is known about NASCAR 2000, except that EA is substantially beefing up the game's features. Among the new editions are a player creation mode, fantasy courses and a two-player season mode.

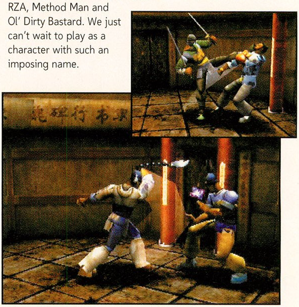


Theme Racing	**Publisher** Electronic Arts
# of Players 1-2	**Developer** Electronic Arts

URL: www.easports.com

Wu Tang

An early favorite as one of the games with the oddest concepts, Wu Tang features the popular rap group in a one- to four-player fighting game. The characters include RZA, Method Man and Ol' Dirty Bastard. We just can't wait to play as a character with such an imposing name.

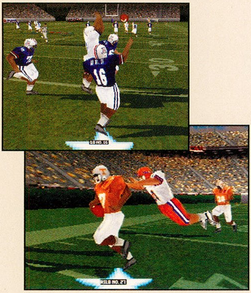


Theme Fighting	**Publisher** Activision
# of Players 1-4	**Developer** TBA

URL: www.activision.com

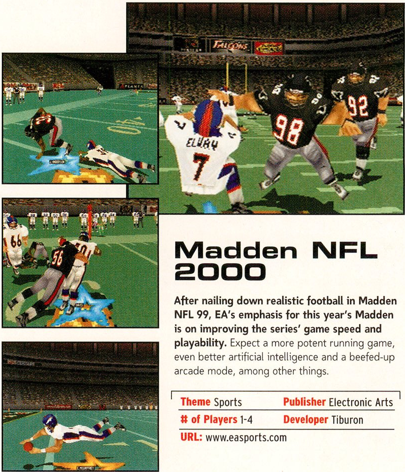
NCAA Football 2000

Last year's NCAA Football was one of the most pleasing sports game surprises of 1998, but suffered graphically and also had questionable AI. EA aims to fix both of those major problems in this year's version, which is already starting to look good.



Theme Sports	**Publisher** Electronic Arts
# of Players 1-4	**Developer** Tiburon

URL: www.easports.com

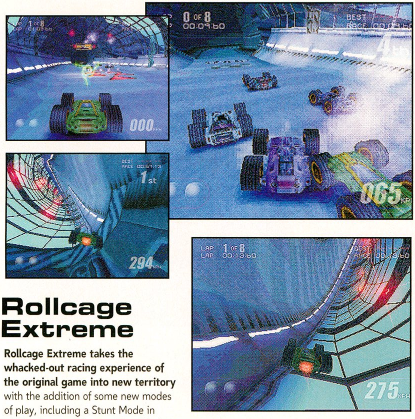


Madden NFL 2000

After nailing down realistic football in Madden NFL 99, EA's emphasis for this year's Madden is on improving the series' game speed and playability. Expect a more potent running game, even better artificial intelligence and a beefed-up arcade mode, among other things.

Theme Sports	**Publisher** Electronic Arts
# of Players 1-4	**Developer** Tiburon

URL: www.easports.com

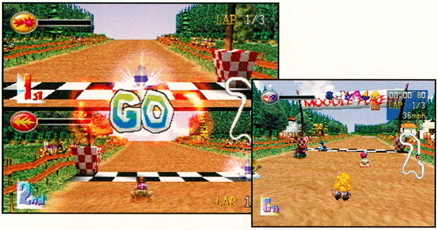


Rollcage Extreme

Rollcage Extreme takes the whacked-out racing experience of the original game into new territory with the addition of some new modes of play, including a Stunt Mode in which players perform tricks with their indestructible cars. Twenty new tracks will make this one indispensible for fans of the original.

Theme Racing	**Publisher** Psygnosis
# of Players 1-2	**Developer** ATD

URL: www.psygnosis.com



Chocobo Racing

Chocobo Racing is a bit of a departure for Square, the same company that brought you the Final Fantasy series. In this arcade-slanted game, you can race some of your favorite characters from Final Fantasy and other popular Square titles.

Theme Racing	**Publisher** Square/EA
# of Players 1-2	**Developer** Squaresoft

URL: www.squaresoft.com

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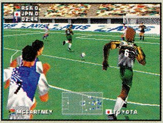
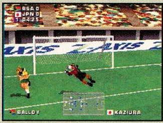
SOULHAT
STABBING WESTWARD
THE URGE

Alexi Lalas International Soccer

Theme: Sports
# of Players: 1-2
Availability: June
Publisher: Rockstar Games
Developer: Z-Axis
URL: www.rockstargames.com



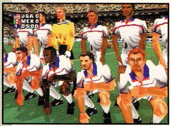


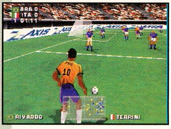
You knew of him in the World Cup. You knew of him in the Olympics. And you know him from that obnoxious beard on his face. You know him as Alexi Lalas—and now he has his own video game.

Not surprisingly, there isn't much in Alexi Lalas International Soccer that has anything specific to do with its namesake—except perhaps a few gratuitous mug shots (and a game box cover, we presume). No matter—people buy soccer games to play with teams, not just one player, and this game addresses that, as it comes packed with 70 International Teams and secret teams, including squads based on classic Brazilian and English teams. The game also boasts fully customizable playing formations, with 28 unique positions to select from. One nice feature of the game is the ability to switch tactics on the fly, but it isn't anything we haven't seen before.

Aesthetically, the game utilizes the PlayStation's high-res mode, but it's not overly impressive—at least at this stage. And while the developers of the game, Z-Axis, claim they have more than 250 different motion-captured movements, at this stage of completion, the players move jerkily during gameplay, particularly when bunches of players are huddled around the ball. Clearly, there's some graphical work that needs to be done before the game is finished.

It's going to be interesting to see whether Alexi Lalas International Soccer has what it takes to make it in the PlayStation soccer arena—especially with EA Sports' FIFA 99 being such an incredible soccer game. At this point, we can tell you that unless we see some major improvements for this title, there's a good chance that the only time we'll see Alexi Lalas in the future will be on a real-life soccer field.

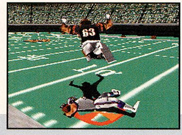


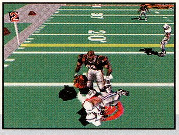


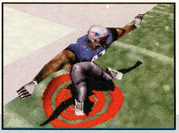
Alexi will need better graphics to go with his beard to top FIFA.

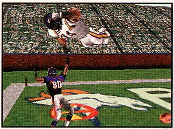
NFL Xtreme 2000

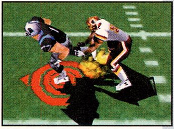
Theme: Sports
# of Players: 1-2
Availability: July
Publisher: 989 Studios
Developer: 989 Sports
URL: www.989studios.com







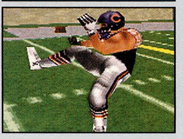




We're not sure exactly what the makers of NFL Xtreme 2 had in mind when they gave us this unique ass-grabbing shot (above).

The first NFL Xtreme sure had a rough time of it. By "coincidence" it arrived hot on the heels of the phenomenal NFL Blitz, and then got critically panned to boot. Well, at least give 989 Sports credit for getting back on the horse and responding with improvements in almost every area in which they were needed (which is pretty much everywhere).

While NFL Xtreme is still far from completion, the version we recently gave a test run showed a much-improved engine with crisp passing and receiving, along with a streamlined interface. There were also plenty of additions, like vast amounts of trash talk and an equal amount of new player animations for both during and after plays. There are also other tweaks that make a huge difference, like the size of the field. In the first installment, it seemed like the field was too small and never gave you enough room to run. Needless to say, the play area is much larger this time, giving you more options when passing in addition to the much-needed space to put on some moves. Another nice touch are the reactive faces of the players, who can mouth their verbal abuse after getting their helmet knocked off—although it's not certain if you can control when players throw off their helmets to dish out the trash. If everything works out right, the players will show an interesting variety of expressions that could prove to be just as funny as the things they say.



Perhaps we'll know when we take another look as the game gets further along. NFL Xtreme 2 is currently set for a July release.

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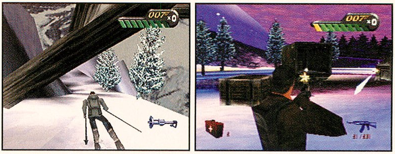
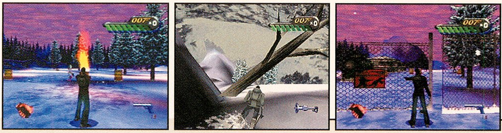
Theme: Action
# of Players: 1-2
Availability: Q3 99
Developer: Black Ops
Publisher: Electronic Arts
URL: www.ea.com



Tomorrow Never Dies

Bond may be a little late, but as always, he should arrive in style



Bond is undaunted by the imposing chain-link fence (left).

Judging by the letters we've been getting since this game was announced, many of you have been eagerly anticipating the first James Bond title on the PlayStation. Well, stop writing! It's finally almost here.

Originally scheduled to be released last January, the game has gone through a slew of publishers and design overhauls that would leave even Bond shaken, and perhaps stirred. Chief among them is the decision to move the time period of the game from after the movie to during, so that the game's action will closely follow the movie's (albeit shallow) plot.

Now, you may be looking at the screenshots, noticing there are skiing scenes shown, but there weren't any of those in the movie. Well, the designers have taken a few liberties, and apparently they are adding a few action scenes in places they felt would fit. The result is a wider variety of action scenes in the game.

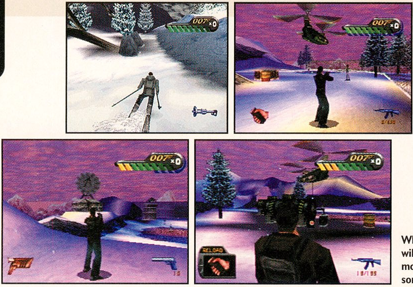
Hopefully, these extra scenes will fit well within the story line. The designers do intend to use some voice-acting throughout the game to move the plot along, but unfortunately they won't be using any of the movie's big-name actors. Instead, they're hiring actors with similar-sounding voices. Sure, that sounds scary, but the ones we heard weren't bad at all. The story will also be moved along by other devices, such as video scenes from the movie that are played between levels as well as real-time generated ones. The game will also feature background music that mimics the film's soundtrack while changing appropriately to suit the action.

The other big change is the perspective in which the game is played. Instead of being a first-person game, TND has been shifted to a third-person view, along the same lines of something like Tomb Raider. While some may be disappointed by this, we can say that at the very least, Bond has lots of cool animations (including a painful-looking limp). We suspect that these animations will go over big in the game's Death Match Mode.

Look for a more in-depth preview next issue with lots of new screens as well.

DVDéjà Vu?

In keeping with the sleek look of DVD menus, Tomorrow Never Dies (the game) has been fully loaded with slick transition screens and 3D object selectors to mimic that snazzy high-end look. Yes, the further blurring of the line between film and interactive entertainment! Now all we need is a running commentary during the game, outtakes and some deleted levels. How about it, Black Ops?



While the game will follow the movie, it still has some new scenes.

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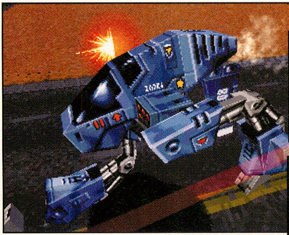
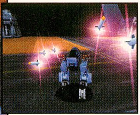
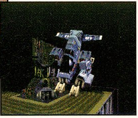






G-Police
Weapons of Justice

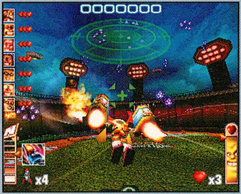
Check out these new, more detailed screens from this futuristic sci-fi action sequel. The game will include three new vehicles (including this vicious-looking mech you see here) with 25 weapons, 35 new enemy vehicles and more than 30 missions. Like the previous game, Weapons of Justice will allow players to roam freely throughout Callisto's futuristic cityscapes. This looks great!

Theme Action	**Publisher** Psygnosis
# of Players 1	**Developer** Psygnosis

URL: www.psygnosis.com

Theme Action	**# of Players** 1
Publisher Red Storm	**Developer** Red Lemon

URL: www.redstorm.com

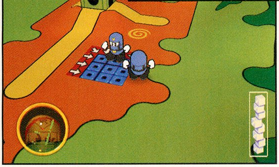


Aironauts

Think of Aironauts as sort of an airborne *Running Man*. Contestants, made up of prison inmates serving out life sentences, take to the skies on deadly flying rigs, duking it out over famous locations for the sake of the kind folks watching on pay-per-view. Make it through the event alive and you win the ultimate prize: your freedom. Sounds pretty interesting, especially considering the unusual physics involved in piloting these jetpacks and other similar devices.

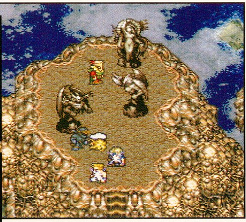
Leggit

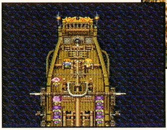
Leggit will undoubtedly prove one of the most unusual strategy titles on the PlayStation, as players build and defend bases of multicolored blocks against invasions of enemy...beans? The game will include split-screen support for up to four players, ensuring plenty of multiplayer madness.

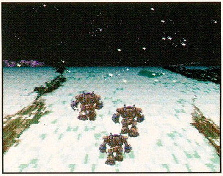


Theme Strategy	**Publisher** Psygnosis
# of Players 1-4	**Developer** Camden

URL: www.psygnosis.com







Final Fantasy Anthology

At long last U.S. PlayStation owners will be able to enjoy previous games in one of the most classic RPG series of all time. The anthology will include Final Fantasy V and VI, making it the first U.S. release of FFV. The games will be intact, with new FMV opening and closing cinemas.

Theme RPG	**Publisher** Square EA
# of Players 1	**Developer** Squaresoft

URL: www.squaresoft.com

Onimusha

04 '99, Capcom

Here's what we know so far about this exciting new adventure title from Capcom, which was announced in Japan just days before we went to print,. Similar to Konami's upcoming Soul of the Samurai, Onimusha (which translates to "Demon Warrior") is another Resident Evil-style game set in ancient Japan; instead of guns, zombies and cops, you've got swords, ninjas and samurai. Capcom said the game will be based half on historical fact and half based on fantasy, with special attention given to its orchestral and traditional Japanese music–flavored soundtrack.

The screenshots certainly look amazing and Capcom has been on a roll lately, so hopefully Onimusha will turn out to be something special. Check back for more in the months to come.

Legend of Mana

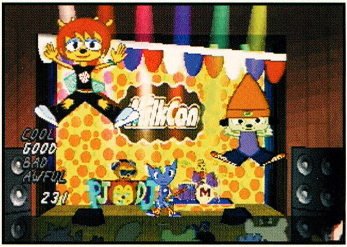
Summer, Square

One of the big surprises at the Spring Tokyo Game Show in March was a playable version of this new title in Square's Secret of Mana series (known in Japan as Seiken Densetsu), Legend of Mana. Using 2D sprites and hand-drawn backgrounds, Legend of Mana has a distinctly old-school flavor—but of course the graphics are lush and rich beyond anything the old systems were capable of. The new Mana features something called the "Land Make" system, in which players can find or earn special artifacts and use them to reveal more and more of the world map to explore as the game goes on.

In the Mana tradition you can also include a friend in your adventure for two-player simultaneous action, and even add a computer-controlled "pet" to your party. Square is currently considering Mana for a U.S. release—cross your fingers!

UmJammer Lammy

Sony CEI



Following up on their groundbreaking musical game PaRappa the Rappa, Sony finally released a sequel in Japan this month called UmJammer Lammy. Although this time around the game focuses on a guitar jammin' lamb rather than a phat rappin' little dog, UmJammer shares the same kind of Simon-says gameplay, bizarre characters and catchy music that made the first game a huge hit in Japan and a cult favorite here in the States.

COOL
GOOD
BAD
AWFUL
Never give it up,
Soldier!

In most ways Lammy plays just like PaRappa, with the player mimicking lines of button presses to the rhythm and speed of different songs. Hit the wrong buttons or botch the rhythm and your rating slips until you fail the level and have to try again; perform well enough and you'll have the chance to jam freestyle, without the game telling you exactly how to play.

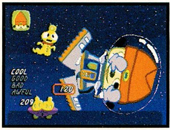
COOL
GOOD
BAD
AWFUL
57
No need to worry,
cuz I know the deal.

The story centers around Lammy's rush to get to a concert given by her band Milkcan, a power trio featuring Ma-san the mouse on drums, Katy Kat (the blue cat from the original PaRappa) on bass, and of course Lammy on lead guitar. Waking up just fifteen minutes before the show is supposed to start, Lammy runs into all kinds of trouble in her mad dash to the concert—a building on fire, a crazy airplane ride with an even crazier pilot, a stop off to carve a new guitar out of a tree, and—oh yeah—a little trip to hell and back. Each time she gets stopped by a problem, she grabs the nearest object and imagines it to be her guitar (one time even rocking out with a baby bunny as her instrument), somehow making her troubles go away and allowing her to continue on to the next stage.

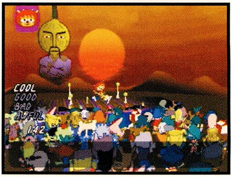
COOL
GOOD
BAD
AWFUL
300
COOL
GOOD
BAD
AWFUL
300
Ma ma ma ma.......

Musically, Lammy is much more diverse than PaRappa was—you play along to everything from funk to heavy metal to Elvis-tinged rockabilly tracks. You also gain different effects for your guitar as you progress through the game—like wah-wah, reverb and distortion. You can activate these at any time and alter the sound of your guitar—a very cool way to customize your playing.

But the biggest new feature in Lammy would have to be the cooperative and competitive two-player modes. Co-op puts one player as Lammy and the other as PaRappa or an alternate black-and-white version of Lammy (actually she's sort of from another dimension—don't ask), and they take turns playing guitar or rapping to slightly altered versions of the songs from the single-player game. For the versus multiplayer game, players again take turns playing lines from the songs back and forth, with the computer scoring them for accuracy and rhythm as they rock out. At the end, it adds up all the points and declares a wiener. (Yes, a wiener—a small picture of a hot dog even flies over next to them. I told you not to ask, didn't I?) As if that weren't enough, there's even another complete single-player game where you can play as PaRappa! You gotta believe!



Theme	Misc.	# of Players	1-2
Availability	Now	Developer	SCEI

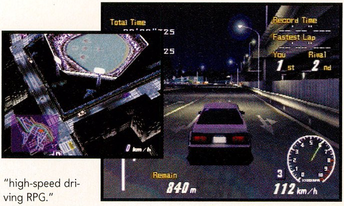


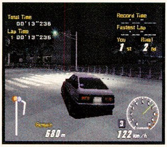
Racing Lagoon

Square

Square has been trying their hand at a lot of different types of games lately—fighting with Tobal and Ehrgeiz, shooting with Einhänder and Internal Section, even action with Cyberorg—so it was probably only a matter of time until they got around to a racing game. But Racing Lagoon isn't your standard racer—as usual Square is experimenting with mixing genres, resulting this time in what they are calling a "high-speed driving RPG."

You're probably thinking, How the hell does that work? Well, it's pretty simple. You drive around on a large overhead map, much like the overworld in many RPGs, and when you run into another car that's willing (which you can tell by its flashing headlights), you enter "combat." Of course you don't duke it out with swords and spells, but instead drag race your opponent down a small stretch of road. The winner gets to take parts from the loser's car and add them to his own, increasing engine performance, handling, or even image by swiping the other car's paint job. Racing Lagoon also features conventional races, with looping tracks, laps and several cars to go up against. The graphics are gorgeous—with light-sourcing and a high frame-rate almost up to the level of R4. The control takes some getting used to, but works well once you are accustomed to it. Racing Lagoon isn't currently planned for U.S. release, but we'll let you know if that changes.





Theme	Racing	# of Players	1
Availability	May 27	Developer	Square

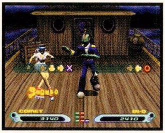
Bust A Groove 2

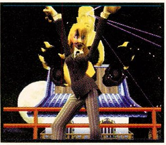
Enix

UmJammer Lammy wasn't the only big music-oriented game to hit Japan this month, as Enix also released the follow-up to their hit dancing game Bust A Groove (known there as Bust A Move).

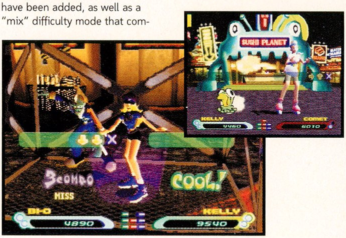
Bust A Groove 2 features a total of 18 playable characters, including a few favorites returning from the first game (Heat, Strike and Hiro-kun, among others) along with a whole slew of new dancers, like funky zombie Bi-O (complete with hatchet stuck in his head), sexy New York cop Kelly, and Japanese grade-schooler Tsutomi. Gameplay is almost identical to the first game, but improved graphics and more dramatic moving backgrounds have been added, as well as a "mix" difficulty mode that combines all the different PlayStation buttons with the usual D-pad dance combo commands. From what we've played, BAG2 seems like it will appeal to fans of the original, but unfortunately the music doesn't seem up to the same high standards of the first game's excellent soundtrack.

No word yet if 989 Studios has any plans to pick up Bust A Groove 2 for a U.S. release, but we may know more next month after the E3 trade show.





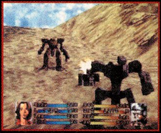
Theme	Misc	# of Players	1-2
Availability	Now	Developer	Metro



Front Mission 3

Summer, Square

The other big surprise of Square's booth at the Tokyo Game Show was a new edition of their long-running strategy/RPG series, Front Mission 3. Set in the near future, FM3 features turn-based warfare with the computer and player taking turns moving their mechs and tanks on a large map, and the camera zooming in as they blast each other.

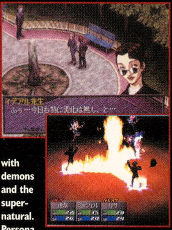


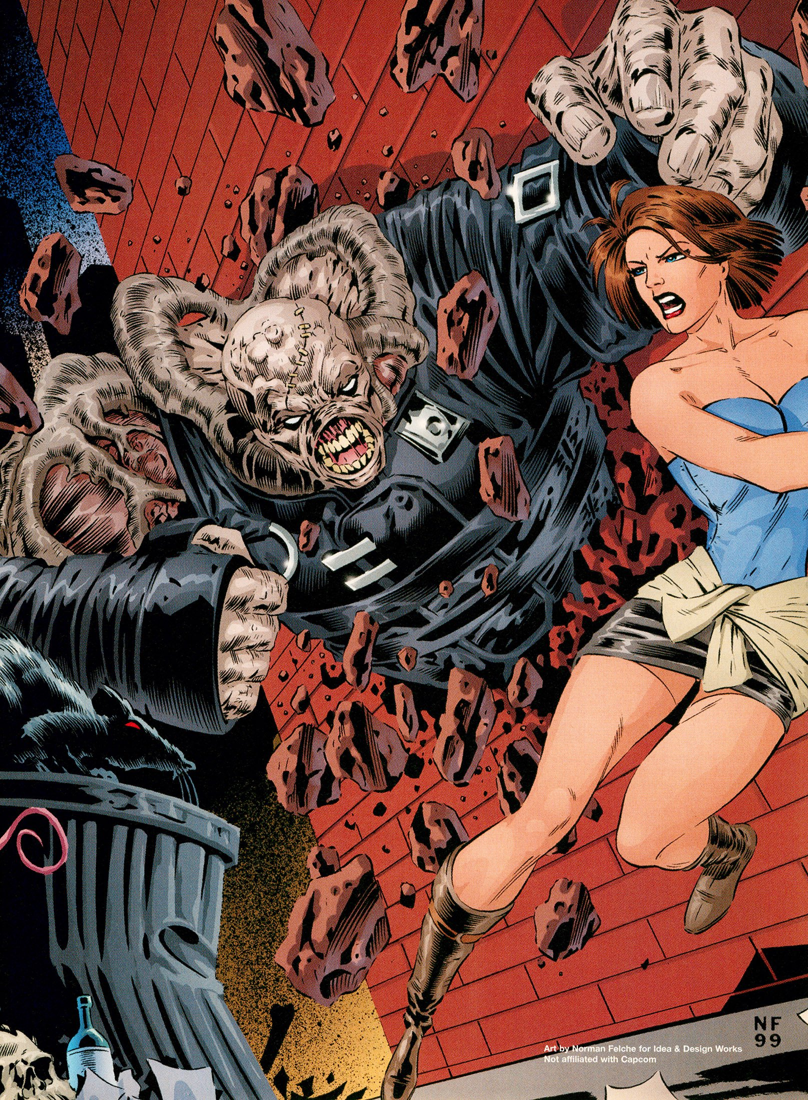
No word on a possible U.S. release, but seeing as none of the other Front Missions have made it, it doesn't seem likely.

Persona 2: Tsumi

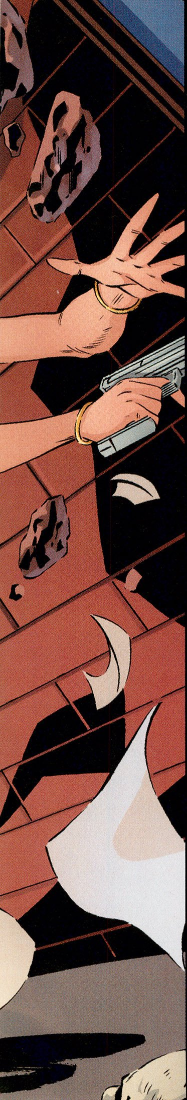
Summer, Atlus

This summer Atlus is getting ready to release a sequel to their PlayStation RPG Revelations: Persona, titled Persona 2: Tsumi (Tsumi is Japanese for "sin"). The story begins with rumors spreading through town that the insignia of a local high school is cursed; soon a strange sickness infects students at the school and people begin to think it may be more than just an urban legend. Set just a few years after the first game, Persona 2 follows another group of high school students through adventures dealing with demons and the supernatural. Persona 2 looks like a nice step up from its predecessor, with refined graphics and improved systems for battle, talking and combining monsters to use as spells. Atlus is currently hoping to bring Persona 2 to the U.S., but no official announcements have been made.





Art by Norman Felche for Idea & Design Works
Not affiliated with Capcom



It's Back

After terrorizing millions years ago, a large company is once again hard at work on a new top-secret experiment in horror. That company is Capcom, and the game is Resident Evil 3 Nemesis. Prepare yourself to once again enter the world of survival horror.

by Mark MacDonald

Let's face it—horror movies only get worse with each new sequel. Who could forget such classics as *Friday the 13th Part VIII—Jason Takes Manhattan* or *A Nightmare on Elm Street 5: The Milking*? Everyone—that's who. But unlike those once-proud movie franchises gone rotten, the world's most popular horror video game has only gotten better. The jump in quality from the first Resident Evil (which was a damn good game to begin with) to the second was astounding; better graphics, better puzzles, more monsters, more surprises, bigger bosses—everything that made the first game so crap-your-pants scary and cool, just improved and more of it.

And now with the first news and screenshots of the next installment to the series that actually made the phrase "survival horror" make sense, that trend looks like it will continue. Still early in development and not scheduled for release until this November, the next Resident Evil already looks like another big leap ahead in terms of quality, gameplay and white-knuckle suspense. So grab your healing herbs, load up your shotgun, slip into your diapers and get ready as we take you back to Raccoon City for Resident Evil 3 Nemesis.

THE GORY DETAILS

One of the major high points of any Resident Evil game is undoubtedly its story. The twisting and mixing plots of the first two games rival a good *X-Files* episode in their complexity and scope, and Resident Evil 3 Nemesis is no exception. In fact, plotwise it seems to be the most ambitious game of the series so far; Nemesis is somewhat of a hybrid of the first two games, with characters and enemies from both games set around the events of Resident

Evil 2. You play Jill from RE1 in a story that begins the day before Resident Evil 2 (which marks the first time Resident Evil has actually taken place during the daytime), continues on through the time RE2 takes place, and finishes after the RE2 incident at night. Does all this plot intermingling set your noggin' spinning? Fear not. We wanna help you truly understand and appreciate the setting for Nemesis, and to do that we need to go back and revisit the first two games once again...

RESIDENT EVIL

The original survival horror adventure, Resident Evil first introduced us to the unlucky town of Raccoon City and a cast of characters that would lay the foundation for the series. In July 1998, a series of strange disappearances and sightings occurred on the outskirts of the Midwestern town of Raccoon City. In cases where bodies were eventually recovered, they had been viciously attacked and apparently eaten. The covert paramilitary unit known as S.T.A.R.S. (Special Tactics and Rescue Squad) was sent in to investigate; when the first S.T.A.R.S. team did not report back, another was sent in.

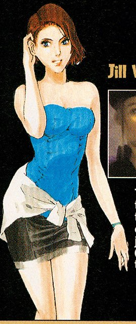
After discovering the burning wreckage of the initial group's helicopter, this second team was attacked by a pack of ravenous mutated dogs, and ran into a nearby mansion for shelter. This is where the adventure began.

Players could choose between two S.T.A.R.S. team members to play, Chris Redfield or Jill Valentine, each with their own slightly different story and game. In the course of their journey through the mansion, they learned that the giant international corporation "Umbrella" had been conducting experiments in an attempt to create the ultimate biological weapon. To this end they created the T-Virus, a powerful, highly contagious virus that crazed and mutated any living thing it infected into a mindless killing machine. After an accident, the virus quickly spread throughout the compound, deforming everyone and everything around it, including its creators. Braving these hordes of zombified scientists, giant spiders and snakes, Jill and Chris finally managed to escape by helicopter as the mansion exploded in a giant fireball. The nightmare was finally over...or so they believed...

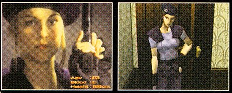
RESIDENT EVIL 2

Set almost two months after the original game, Resident Evil 2 introduced two new characters—rookie cop Leon Kennedy and Claire Redfield, sister to RE1's Chris—and plunged them into another bona fide zombie block party. This time the terror took place in the streets and alleys of downtown Raccoon City one night in late September, the entire town infected by another Umbrella-funded experiment, the G-Virus. Fighting their way through the Raccoon Police Station, sewers and a secret underground research lab, Claire and Leon finally made it out of the city and escaped. But there was more going on that fateful September night than either of them realized...

Plot-wise, Nemesis seems to be the most ambitious game of the series so far



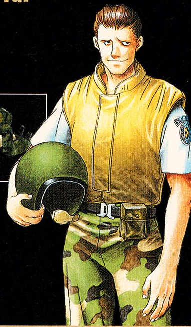
Jill Valentine



The "master of unlocking" from the original Resident Evil (pictured above) returns as the main character for RE3 Nemesis. She is just on her way out of town (hence the casual attire) when the new nightmare begins.

Brad Vickers

Nicknamed "Chickenheart," Brad is a S.T.A.R.S. pilot that laughs in the face of danger—then runs like hell (as he did at the start of RE1). He also appeared as a hidden zombie in RE2 (above); will Nemesis reveal how he was infected?



I Still Know What You Did Last Summer

Using clues and hints from Resident Evil 1 and 2 as well as what we know of Nemesis, here's a seismographic time line of the major events that took place, starting early that fateful summer in 1998...

May 11 First accident occurs at Mansion Lab outside Raccoon City in Arklay Mts.

May 17 Another accident—this time creating Plant 42

May 20 Mutilated hiker's body found

June 16 Dog-like monsters spotted in Arklay Mts.

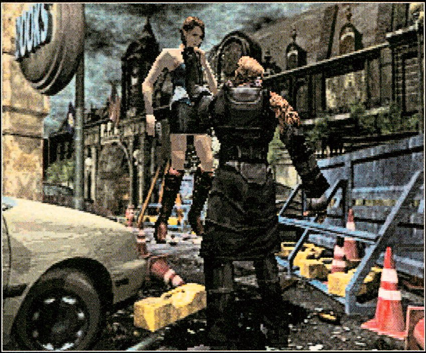
HORROR IN RACCOO
MORE VICTIMS DEAD

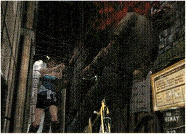
July 9 Road leading to foothills of Arklay Mts. blocked

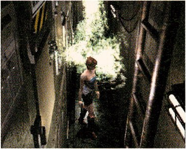
July 22 Wesker gets orders from Umbrella to betray S.T.A.R.S., collect samples, destroy lab

RESIDENT EVIL™

Aug. 8 Chris, Jill and Barry try to get Raccoon Police Dept. to investigate the mansion incident but fail







Jill meets her Nemesis (left); the level of detail and polish in the graphics is astounding (below).

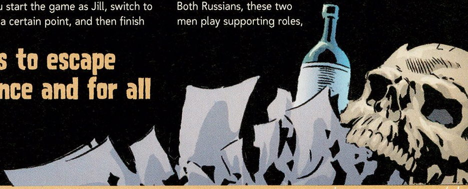
RESIDENT EVIL 3 NEMESIS

Having returned from the T-Virus incident at the mansion on the outskirts of town back in early August, Jill, Chris, and fellow S.T.A.R.S. survivor Barry Burton soon found themselves in yet another nightmare—no one believed them. Partly because all evidence was destroyed when the mansion blew up and partly due to a corrupt police chief on Umbrella's payroll, the incident at the mansion was almost completely covered up. Frustrated with the local authorities' Mark Fuhrman-style mishandling of the case, Chris set off for Umbrella HQ in Europe to get to the bottom of the conspiracy. Jill resigned from the Raccoon Police Department and S.T.A.R.S., packed her things, and was just leaving town to follow him when disaster struck again—the town was overrun by the G-Virus zombies and other creatures of RE2. Her mission, and yours, in Resident Evil 3 Nemesis is to escape Raccoon City once and for all.

But Jill is not the only character you'll control; like the two previous games, Nemesis packs a second main character, Carlos Oliveira, whom players take over at certain parts in the game. We won't mention why, because it would ruin a very cool plot twist (you'll thank us later), but suffice to say you start the game as Jill, switch to Carlos at a certain point, and then finish the game again playing as Jill.

So who the hell is this Carlos guy and how did he end up in Raccoon City? Carlos is part of the Umbrella Biohazard Countermeasure Force (or UBC), a special team sent into Raccoon City by Umbrella to rescue any survivors. They are totally unaware that Umbrella is actually responsible for the virus—their mission is only to help anyone still alive to escape (although Umbrella may have more devious plans awaiting anyone who does get out alive). Two other members of the UBC, Michael Victor and Nicholai Zinoviev, will also play important roles in the game. Both Russians, these two men play supporting roles,

Her mission, and yours, is to escape Raccoon City once and for all



Aug. 24
Chris discovers Umbrella is working on the new G-Virus
He leaves for Umbrella HQ in Europe to investigate

Sept. 15
Experiments with the G-Virus and humans are conducted in secret

Sept. 20
Unknown agent chased away by police at the edge of Raccoon City. He leaves behind C4 explosives, detonator and infrared scope. An Umbrella agent?

Sept. 26
Raccoon Police Dept. is attacked by hordes of zombies; communications are cut off.

Sept. 27
Police attempt to barricade the station but fail; "Licker" monster first appears

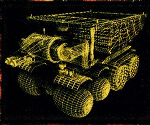
RESIDENT EVIL 3 NEMESIS

Sept. 29

Sept. 30

Redefining Real-Time Strategy

CAM 01
X: 28 01
Y: 34 45
Z: 21 99



- Research over 400 technologies which enable you to customize over 2000 unique battle units

- "This game should find its way from the shelf, to the register, to your computer." *Game Center*

- "A battle field worth fighting on." *Game Pro*

PlayStation

TEEN T CONTENT RATED BY ESRB

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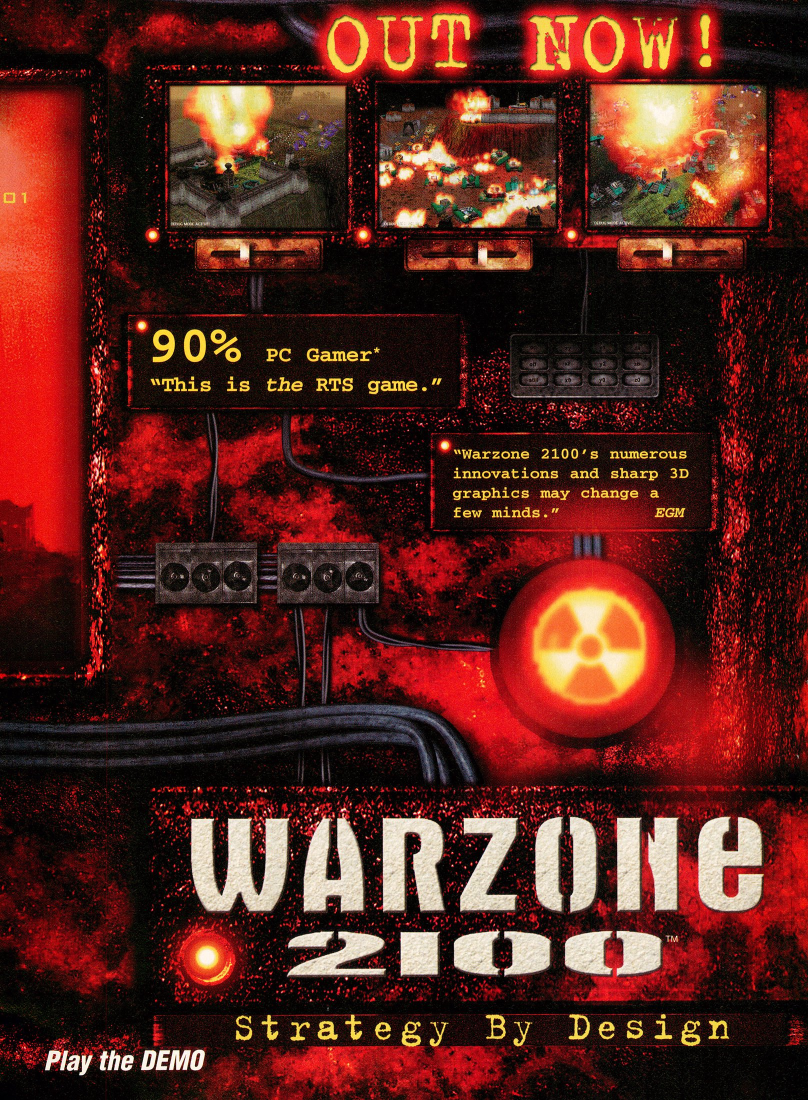


90% PC Gamer*

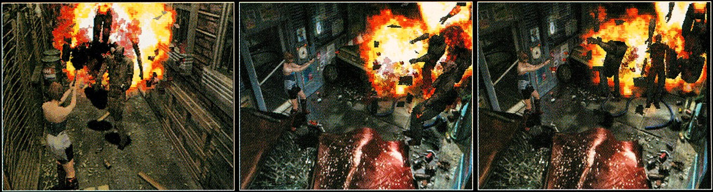
"This is *the* RTS game."

"Warzone 2100's numerous innovations and sharp 3D graphics may change a few minds." *EGM*

WARZONE 2100™

Strategy By Design

Play the DEMO



Throughout the game you have the chance to rescue survivors hidden about Raccoon City

much like Barry and Rebecca in the first game, or Ada and Sherry in the second. Although they are members of the same force as Carlos, it's not entirely clear where their allegiance lies—and what would a Resident Evil game be without a few plot twists?

BACKGROUNDS THAT TAKE THE FOREGROUND

Like the transition from Resident Evil 1 to 2, the new Nemesis game keeps most of the conventions of the series—2D backgrounds, 3D characters, combat, puzzles, and searching for items and clues—but improves, refines and builds on many of them. The first and most immediately noticeable difference is in the game's graphics. Visuals have always been an important part of Resident Evil; from the large characters to the incredibly detailed rendered backgrounds, the games are all about achieving a realistic, movie-like feel. The new game goes even further in this direction—the backgrounds are now displayed in super-crisp high-resolution. Simply increasing the resolution may not seem like such a big achievement, but when you see it in action it does wonders for the game. Those creepy details that contribute to the haunting atmosphere of the games—broken glass, smeared blood, rusty pipes—show up better than ever, instead of melting together or into color-banding blobs. Background animation has also been taken to the next level. One scene (pictured in this story) features a narrow hallway with a huge water main along one of the walls that burst open; water gushes out of that broken pipe and flows down the hallway in ripples. Another outdoor setting, presumably near the start of the game, even features falling rain—another first for the series. As big of an improvement as the backgrounds were from RE1 to RE2, the locations in RE:N have made another huge leap forward.

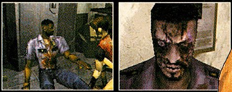
But where great graphics truly become valuable is when they directly improve gameplay. In addition to more and improved animation in the backgrounds, RE:N promises a whole new level of interaction with them. You were able to push certain things in the first two REs, like shelves and steps, but Resident Evil 3 takes it a few steps further, including items that you can use to attack your enemies. In one scene of the footage we saw at Capcom—a gas station in downtown Raccoon City littered with smashed cars, random debris and distant flames—we saw a large oil drum and zombie plodding near it. Jill shot the drum with her pistol, causing it to explode in a huge flash and blast the unfortunate undead to pieces. Another example of the improved interaction is a scene where you can shoot a chandelier off a ceiling, crashing it onto a group of zombies below.

DO OR DIE

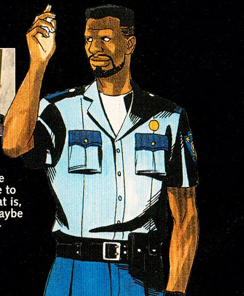
But even more radical gameplay alterations are in the works for Nemesis. Throughout the game you have the chance to rescue survivors hidden about Raccoon City; although you don't have to save them all, each one you do may give you items or information that could help you later on. Also, how many people you rescue could factor into your performance rating when you finish the game, opening up secrets like in the previous games.

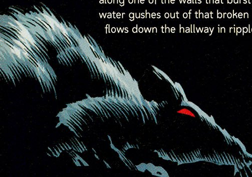
Other optional actions also can alter the course of your game. At certain points you are presented with opportunities that will affect your game later based on whether or not you act on them. Two examples: a building on fire and an open valve flooding a sewer with water. If you have the correct items (say a fire extinguisher and valve handle) and want to, you could put out the fire or cut off the water supply and use those places as shortcuts later in the game. If you don't, you may have to find some other, possibly more difficult, paths to make it through. Other choices have more immediate effects—during some cutscenes you will have to choose one

Marvin



We don't know much about this character, referred to on the Japanese Nemesis design sheets simply as "Marvin." But he does have a certain uncanny resemblance to the first cop you met in RE2 (above)—that is, the first cop that didn't try to eat you. Maybe RE3 will shed some light on how he happened upon his unfortunate fate...





Producer Shinji Mikami (front row in the yellow) and the Resident Evil 3 development team.

course of action or another. Depending on which you decide on the story will branch—which also promises to give RE:Nemesis replay value like the earlier games, as players can go back and explore areas and bits of story they didn't choose their first time through.

Other changes to gameplay include a dodge button, which is great news to anyone who (and haven't we all) ever tried to weave through a pack of zombies and instead found themselves backed into a corner and getting gang-chewed. You are also limited to carrying two weapons at a time in Nemesis. Previous REs gave you a certain number of slots to fill with any combination of items or weapons you wanted, but it appears Capcom is trying to bring a little more realism to the game. After all, how many people do you know who can run around carrying a grenade launcher, machine gun, pistol and shotgun all at the same time?

EVIL RESIDENTS

Finally, Nemesis promises more enemies, both in terms of variety and in sheer numbers. You want zombies? Nemesis is chock full of 'em. Office worker zombies, policeman zombies, doctor zombies, clerk zombies, normal citizen zombies, male zombies, female zombies, male office worker zombies, female office worker zom—well, you get the idea. Suffice it to say with more than 10 unique types of the shuffling flesh-eaters, Nemesis will have way more than any Resident Evil before it.

Of course, the monsters don't stop there; practically every major monster from the first two games has been brought back for Nemesis. The swooping crows, giant spiders and quick-moving dogs are no surprise—they've been standbys ever since the first game. Nemesis will also have a new form of the Hunter, a

Father of All Evil

Although he's currently busy with both Resident Evil 3 and Dino Crisis (as well as other projects), Resident Evil producer Shinji Mikami sat down to answer a few of our questions about Resident Evil, past and future.

OPM: The Resident Evil series has been a best seller not only in Japan but in America and Europe as well. Why do you think your games have been so popular all over the world?
SM: I think it is because the games have an "edgy feel" that could not be found in other games.

OPM: Did you have any idea when you were working on the first Resident Evil it would be so popular and spawn a whole series of games?
SM: No, I never imagined the game would be so popular.

OPM: What do you feel is the most important thing in making a good game?
SM: Continuous care about the details of the game, determination to make it the best game ever, always remembering to think from the game players' perspective, and lots of teamwork.

OPM: What is the hardest part about making a Resident Evil game?
SM: It's always a big challenge to figure out how we should handle the horror aspect of the game to maximize the fear. It's also very challenging to keep each series' story line consistent with the other.

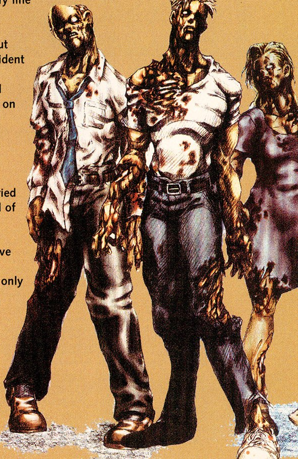
OPM: How do you go about planning and making a Resident Evil game?
SM: I plan it all in my head first and then start working on it. However, after I actually start working on it, I often make changes to my initial ideas.

OPM: Many games have tried to duplicate the look or feel of Resident Evil since it was released. How do you feel about this influence you have had on other games?
SM: I see some games not only copy Resident Evil but also build upon it. Such games have their own unique appeal and I'm impressed and stimulated by them.

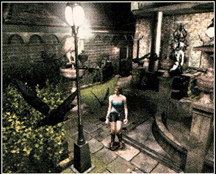
OPM: What do you see as the main differences between Dino Crisis and Resident Evil?
SM: Both titles focus on the sense of horror, but the nature of the horror is different. In Dino Crisis, you are constantly chased by huge, agile, overwhelmingly powerful creatures. It's a panicking horror. In Resident Evil, you guard yourself against slow-crawling zombies. It's more of a slow but chilling horror.

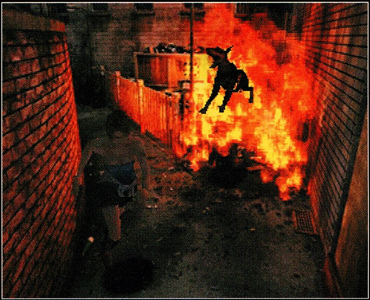
OPM: What other PlayStation games do you enjoy or respect?
SM: UmJammer Lammy and Dance Dance Revolution. I like them because anyone can start playing them immediately and even the people watching the game enjoy watching.

OPM: What do you think of PlayStation 2? Will we see a Resident Evil for it soon?
SM: I think the machine enables us to move on to the next level in terms of representation. And, yes—we certainly are considering making a Resident Evil game on PS2.



Design sketches for a few of the new zombie types in Resident Evil 3





Most of the enemies that have appeared in previous Resident Evils will return for Nemesis, including the swarms of crows and those damn leaping devil dogs.

large, almost ape-like creature with powerful forearms, huge claws and a frighteningly quick jumping attack. From RE2 comes the tongue-lashing, spider-like "Licker," whose trademark footstep sounds alone are enough to send a shiver up the spine of anyone who has faced them. New monsters include a huge, mutated earthworm and a giant slime parasite (which can ooze through holes and crevices and transform any life into a zombified creature), with more currently being worked on. Some monsters also reappear at random in RE3, so you can no longer feel safe having "cleaned out" an area; there is always a chance that something nasty is waiting for you just around the next corner.

Last but not least is the bad-ass mamba-jamba on our cover this month. He is a new Umbrella bioweapon, and his only thought is your destruction. As the "Nemesis" of Resident Evil 3 Nemesis, he is no ordinary opponent. Usually it's enough to make it to the next door or room to escape any monster—once that door closes behind you, you finally feel safe for a moment. That's not how it works with this new pursuer. He continues to follow you, even through doors and into new areas, until you can lose him or he's finally stopped. Go back and look at our cover and think about that for a moment. Now go change your shorts.

THE END...OR IS IT?!?

Many games have tried to imitate Resident Evil in form or style, ranging in terms of quality from quite good (Silent Hill) to laughably bad (Clock Tower sucked—accept it). Resident Evil has virtually spawned a whole new genre, and like any originator it is held to a higher standard. Luckily, from what we have seen so far it doesn't look like Capcom is going to let us down. With the improved graphics and interaction, a few new gameplay ideas, even more nasty enemies, and a story line that adds to and builds off of the previous two games at the same time, Capcom certainly appears to be on the right track. After all, it's baddies like the Nemesis that lumber through our nightmares, while Jason and Freddie are only good for a laugh late-nights on Superstation WTBS.

Do It Yourself Resident Evil 3

Can't wait until November to get your grubby little mitts on RE3? You don't have to! Now you can play the next Resident Evil—today! All you need are a few supplies and a lot of imagination!

From the OPM Kitchen

Resident Evil 3 BBQ

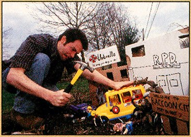
3 Cardboard boxes, big size
1 Utility Knife
1 Lighter Fluid
1 Fisher Price "Little People School Bus"
1 American Muscle Street Machines 70' Chevy Chevelle
6 Assorted Resident Evil 2 Figures

Open all the packages and remove the action figures and cars. Create buildings from the cardboard boxes using the exacto knife and markers. Now set up your buildings and figures in your favorite "play area," condemned property, or fire pit. Take the hammer and smash the fronts of the two cars to simulate a collision. Smash 'em up real good. Then smash them some more. Just a little bit more and now they're ready. Maybe just another couple hits—OK, they're definitely good to go. Now put the cars head to head near your buildings and you're in business! Use the lighter fluid to add small burning patches for atmosphere while you play. Make sure you at least have Jill and the Tyrant (to play the Nemesis) action figures and you can act out any Resident Evil 3 scenario you can come up with! Here's a few of our favorites to get you started:

- Jill finds an explosives stockpile (use firecrackers) and blows up the Tyrant as Raccoon City burns to the ground.
- Jill runs and runs from the Tyrant, until she finally realizes what is really causing her to run is her fear of love. She and the Tyrant get married and honeymoon while Raccoon city burns to the ground.
- Jill meets up with Barry, who has been infected with both the T- *and* G-viruses, as well shot four times and had his left leg run over by a school bus. After a tear-jerking scene where Barry talks about his family, he is ripped in two by the Tyrant and Raccoon City burns to the ground.

Like that painter with the huge afro on PBS likes to say "Be creative and have fun!"

HEY KIDS: Make sure you consult with an adult over 18 anytime you handle an Exacto knife or lighter fluid, smash cars with a hammer, light things on fire, and live out Apocalyptic nightmare fantasies! Playing it safe is cool!



Official Contest and Sweepstakes Rules

TOP 10 MOST WANTED SWEEPSTAKES

Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard-sized postcard containing your name, address and phone number together with your list of 10 most wanted video games to "Top Ten Most Wanted" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail it to dan_pelusoezd.com or fax it to (630) 382-9010. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff-Davis and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive two (2) video games as determined by Namco. Grand Prize has an approximate retail value of $80. Winners shall be determined by a random drawing of all valid entries by OPM editors, whose decisions are final. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., Namco nor their respective affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to OPM Top 10 Most Wanted Winners List, P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM CAPTION CONTEST

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1. No Purchase Necessary: To enter, send an original caption for the attached screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by ZD. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of ZD should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM LETTER OF THE MONTH

Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of *OPM*. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a box containing various items from the *OPM* offices. Grand Prize has an approximate retail value of at least $10. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by *OPM* editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of ZD should the featured prizes become unavailable.
3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list.
6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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Issue #1–$15

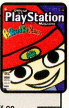
October 1997

Ghost in the Shell, Final Fantasy VII Strategy

Demo Disc includes:
playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force non-playables: Tomb Raider II, NFL GameDay 98

☐

Issue #2–$10



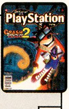
November 1997

PaRappa the Rapper
Bushido Blade Strategy

Demo Disc includes:
playables: Crash Bandicoot 2, Croc, Madden NFL 98, Cool Boarders 2, Colony Wars
non-playables: NHL FaceOff 98, Ghost in the Shell

☐

Issue #3– $10



December 1997

Cool Boarders Strategy

Demo Disc includes:
playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Kåsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4
non-playable: One

☐

Issue #4–$10

January 1998

Resident Evil 2 Feature
Tomb Raider II Strategy

Demo Disc includes:
playables: NFL GameDay 98, CART World Series, Frogger
non-playables: Spawn, Final Fantasy Tactics, Pandemonium 2, Gex 2

☐

Issue #5–$10

February 1998

Dead or Alive Feature
1997 *OPM* Editors' Awards

Demo Disc includes:
playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer
non-playables: Pitfall 3D, Resident Evil 2, Vigilante 8, Monster Rancher

☐

Issue #6–$7.99

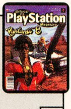
March 1998

Demo Disc Only!

playables: Bloody Roar, Monster Rancher, Shipwreckers
non-playables: Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo

☐

Issue #7–$10



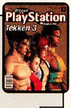
April 1998

10 Overlooked PS Picks
Resident Evil 2 Strategy

Demo Disc includes:
playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE non-playables: Blasto, The Granstream Saga

☐

Issue #8–$10



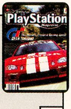
May 1998

10 Greatest PS Fighters
Tekken 3 Strategy

Demo Disc includes:
playables: Einhänder, Gex: Enter the Gecko, Klonoa non-playables: Dead or Alive, Gran Turismo

☐

Issue #9–$10



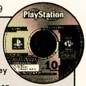
June 1998

Metal Gear Solid Preview
Gran Turismo Review

Demo Disc includes:
playables: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive non-playables: Tomba, Jersey Devil

☐

Issue #10–$7.99



July 1998

Demo Disc Only!

playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer non-playables: NFL Xtreme, MLB 99, Tekken 3

☐

Issue #11–$15

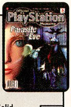
August 1998

Metal Gear Solid
Vigilante 8 Strategy

Demo Disc includes:
playables: Tekken 3, Turbo Prop Racing non-playables: Duke Nukem: Time to Kill, Lunar: Silver Star Story, Ninja: Shadow of Darkness, Metal Gear Solid

☐

Issue #12–$10



September 1998

PlayStation's Birthday
Elemental Gearbolt Strategy

Demo Disc includes:
playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.
non-playables: Metal Gear Solid, Rival Schools, Test Drive 5

☐

Volume 2
Issue 1–$10

October 1998

Spyro the Dragon Strategy

Demo Disc includes:
playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3
non-playables: Parasite Eve, Rival Schools, NFL GameDay 99

☐

Volume 2
Issue 2–$15

November 1998

Tomb Raider III
Metal Gear Solid Strategy

Demo Disc includes: playables: MediEvil, WarGames: Defcon 1, G. Darius, Dragon Seeds, Colony Wars: Vengeance, Future Cop L.A.P.D., non-playables: Crash Bandicoot: WARPED, Abe's Exoddus, Brave Fencer Musashi, Rugrats, T'ai Fu, Tenchu, You Don't Know Jack

☐

Volume 2
Issue 3–$10

December 1998

Metal Gear Solid
Crash Bandicoot: WARPED Strategy

Demo Disc includes:
playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Invasion From Beyond, Kagero: Deception II, Metal Gear Solid, Gran Turismo, non-playables: Silent Hill, Knockout Kings, Big Air

☐

Volume 2
Issue 4–$10

January 1999

Gex Deep Cover Gecko
Tomb Raider III Strategy

Demo Disc includes:
playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu
non-playables: Rugrats, Test Drive: Off-Road 2

☐

Volume 2
Issue 6–$10

March 1999

PlayStation Dictionary
Syphon Filter Strategy

Demo Disc includes:
playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er
non-playables: NCAA Final Four '99, Guardian's Crusade

☐

Volume 2
Issue 7–$10

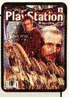
March 1999

The Year of the RPG
Silent Hill Strategy

Demo Disc includes:
playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar
non-playables: Legend of Legaia

☐

Volume 2
Issue 8–$10



March 1999

Star Wars: Episode I–The Phantom Menace Feature
Legend of Legaia Strategy

Demo Disc includes:
playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender
non-playables: 3Xtreme, Centipede, Driver, G Police 2, Gauntlet Legends

☐

Reviews

The final word—official and unbiased

Meet the Critics

Kraig Kujawa
Editor-in-Chief

When he wasn't playing Ape Escape, Kraig tinkered around with the stock market and watched the NFL Draft. And he actually found the last two entertaining.

Favorite Genres: Sports, Strategy
Current Favorites: Ape Escape, Triple Play 2000, NFL Draft, Ham
Can't Wait For: Madden NFL 2000, NFL GameDay 2000, NFL Blitz 2000, Dino Crisis

Joe Rybicki
Deputy Editor

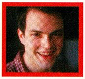
Now that the weather in Chicago has taken a turn for the better (finally!) Joe can be seen roaming the bike paths around his home, driving with his windows open and music blasting, and hanging out in the orchestra pit for *Fiddler on the Roof*.

Favorite Genres: Adventure, RPG, Puzzle
Current Favorites: Tony Hawk's Pro Skater
Can't Wait For: Tomba! 2, Blair Witch Project

Wataru Maruyama
West Coast Editor

Wat has been coming up with all types of wacky schemes to ensure he sees *Episode I* during the opening weekend. He'll surely need more than the Force. Maybe a Yoda outfit will do the trick...

Favorite Genres: Fighting, Racing, Adventure
Current Favorites: R4, Street Fighter Alpha 3, Bloody Roar 2
Can't Wait For: Dino Crisis, Fat Free Steak



Mark MacDonald
Associate Editor

Ever since his trip out to Capcom earlier this month, Mark just hasn't been himself. After he built a scale model of Raccoon City and set it ablaze, we knew that too much survival horror is definitely not a good thing.

Favorite Genres: Action, Adventure, RPG
Current Favorites: Ape Escape, Omega Boost
Can't Wait For: Resident Evil 3, Dino Crisis, Grandia, FFVIII, Saga Frontier 2

There's a shakeup comin'

by Joe Rybicki

I'll admit it. I'm afraid of PlayStation 2. The thing just sounds too darned powerful. I mean, here you have a machine so complex that it's going to swiftly and surely change the very way games are created. Sony themselves have admitted that there are only a handful of developers around today that will really be able to exploit the resources of the new machine. That's frightening.

Now, I'm aware that the numbers being thrown around about the polygons the processor can push and such are actually just projections. And I think it's entirely possible that these theoretical numbers may prove significantly lower once all the elements are put together; for example, perhaps the graphics engine truly can process 30 to 70 million polygons, but memory limitations and bus speeds may restrict that power.

Nevertheless, the new machine will without question be the most powerful console system ever. And that's going to change things in a big way. In a recent press conference, the Sony brass explained that it's now possible for animators to create a character model with entirely lifelike physics. Instead of animating each individual limb and joint by hand, as is the current method, programmers can now set up an entire skeletal and musculature system. Once this is done, the animation process itself becomes simpler, because the model will have a natural range and method of motion; in other words, with this sort of setup it becomes difficult to make animations that *aren't* realistic. And that's just one example of how the next PlayStation's games will take a huge step closer to real life.

Sounds great, doesn't it? But here's my question: How many development studios include animators and character modelers skilled enough in anatomy to make this sort of thing work well?

My point is, PlayStation 2 is going to change the rules of game design altogether. It's going to change the requirements for skilled design groups. And I think this is going to shake up the games industry in a pretty significant way. And I expect we'll lose a number of the smaller game companies in the process, with only the largest and most proficient left standing once the dust settles.

This is really the heart of my fear, because diversity is key to the production of quality games. If the industry loses its competitive edge, smothered under the shadow of a monolithic game conglomerate (or indeed, a monolithic console system itself), then I fear every gamer will suffer.

My hope is that, like the original PlayStation, Sony's development kits will make it easy for anyone to make solid, quality titles. Fail that, and we could all be in trouble.

Games Reviewed

3Xtreme....98
Baseball 2000....96
Bloody Roar 2....94
Castrol Honda Superbike....95
Ehrgeiz....93
Fighter Maker....95
MLB 2000....92
Monaco Grand Prix....97
Populous....97
Rampage 2: Universal Tour..96
Sports Car GT....98
Street Fighter Alpha 3....91

Box Score

It doesn't get much more simple yet effective than *OPM*'s five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!

●○○○○	We'd rather get intimate with Marylin Manson than play this game.
●●○○○	Below average. There are fundamental flaws with this game; get something better.
●●●○○	A good title. It's a fun game with some flaws that can be overlooked.
●●●●○	Definitely a topnotch game. Very good and well worth your time.
●●●●●	Fabulous! These are the games that really make you proud to own a PlayStation.

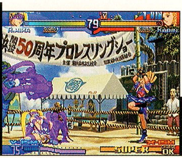
Developer	Capcom
Publisher	Capcom
Genre	Fighting

PlayStation
Street Fighter Alpha 3
CAPCOM

1 or 2 Players

Memory Card 1 block

Street Fighter Alpha 3



PlayStation

By far, the best 2D PlayStation fighting game

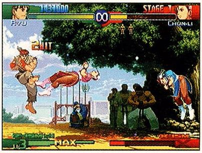
It takes a lot to challenge a Herculean fighting game like Tekken 3, but Alpha 3 does. As a matter of fact, it's the best installment in the Street Fighter series.

OK, the arcade game was incredible, but the question is, how good is the conversion to the PlayStation? Well, it's very, very close to arcade-perfect, with only minor animation cuts along with the requisite loading time—which, by the way, isn't too bad. Capcom has had its fair share of trouble with 2D fighter ports, but all that experience seems to have paid off—and at the best possible time.

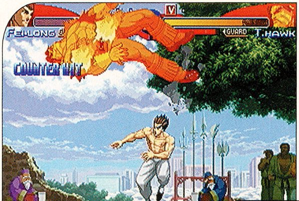
Alpha 3 is everything a fighting fan could ask for: tons of characters, cool play options, and the ability to play in the style of your favorite installment of the series through the ISM system and additional settings. And that's not even considering that the home version includes the World Tour Mode, which is probably as close to a Street Fighter RPG as you're going to get. Traveling across the world gathering experience points and bonuses is pretty cool, but having to take on multiple characters on the screen at the same time is just plain psycho. Also included are mainstay modes like Survival, Training and Team Battle, which join new modes like Dramatic, Final Battle and Dual. Some of these are available at the start, while others have to be unlocked either by defeating specific modes or through time release. In fact, every bonus (except the character endings) can be unlocked simply by playing the game long enough.

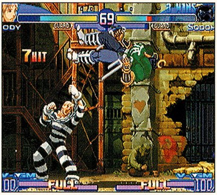
Of course, the single most important feature is the gameplay itself. The controls are super-responsive with the standard PlayStation pad and they get even better with an arcade-style joystick. There's also plenty of other stuff that's really cool in Alpha 3, like the superfluous eye candy in the form of scrolling text before and after matches as well as sharper menu designs. Suffice to say that it's a flashy looking title. If it's a fight you want, this is the game to get.

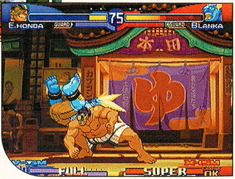
—Wataru Maruyama



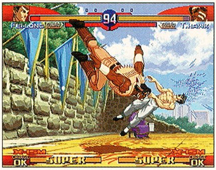
It can get a bit confusing at times, but playing against multiple enemies is just cool. It's also quite amazing Capcom was able to pull this type of thing on the PlayStation considering they had lots of problems with their earlier titles.







Old buddies Blanka and Honda get back to their old antics of beating the crud out of each other.



Box Score

Pros

- Incredible gameplay depth
- Lots of play modes
- Caters to SF fans of almost every installment
- A huge cast of playable characters
- Gorgeous 2D graphics

Cons

- Missing a few animations
- Still has load times
- 2D is not for everyone

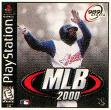
"Alpha 3 is everything a fighting fan could ask for: tons of characters, cool play options and the ability to play in the style of your favorite installment of the series."

Official U.S. PlayStation Magazine

●●●●●

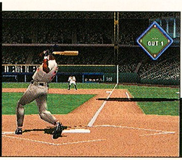
Rating

Developer	989 Sports
Publisher	989 Studios
Genre	Sports



1 or 2 Players
Memory Card 1~6 blocks
Analog Control Compatible
Vibration Function Compatible

MLB 2000



PlayStation

I remember this...when it was called MLB '99

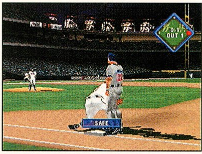
You know, if I really wanted to cut myself some slack, I could have just reused my old review of MLB '99 from last year, and it would have almost sufficed. But see, even though MLB 2000 is very similar to last year's game, I have to set an example as editor-in-chief, and write this review—even though doing so gives me a severe bout of déjà vu.

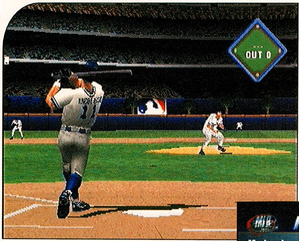
I'm not really sure what 989 Sports spent their time doing to the MLB series in the past year. They supposedly cut back the amount of home runs to more realistic proportions, but the game still allows too many of them. And that's without having Sammy Sosa or Mark McGuire in the lineup. The graphics are very similar, even though there are some new player animations, and little has been done to improve the gameplay—there's even still some very questionable AI with the pitcher and first baseman fielding balls and the outfielders not catching them. At the very least, they could have fixed those problems.

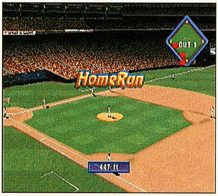
There are some noticeable improvements, such as a two-man play-by-play commentary that livens up the game (but is frequently wrong and late on the calls) and a deeper season mode with more statistics and general manager options. Those are nice improvements, but do they really justify the purchase of another edition of MLB?

Perhaps not. It's an overused gaming cliché that sports games are nothing more than updated rosters every year, but MLB 2000 is definitely one of the games that fits into that category. While it delivers relatively realistic gameplay that's fast and fun, playing the same thing for two years will make even good sports games grow tired.

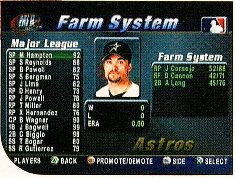
Those circumstances make this a really tough game to call. If you're a die-hard fan of the MLB series, then MLB 2000 is probably worth picking up since it offers more of exactly the same. But if you have last year's MLB or no baseball game at all, then pick up EA's Triple Play 2000. It's better, and has taken better advantage of its time in the off-season. *—Kraig Kujawa*







Umm...It's self-explanatory, really (above). There were too many home runs in MLB '99, and there are still too many in MLB 2000 (left).



Major League

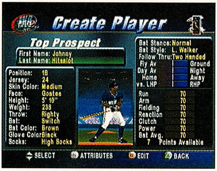
SP	M Hampton	92
SP	S Reynolds	88
SP	B Powell	82
SP	S Bergman	75
SP	J Lima	82
RP	D Henry	73
RP	J Powell	78
RP	T Miller	80
RP	X Hernandez	76
CP	B Wagner	90
1B	J Bagwell	99
2B	C Biggio	98
SS	T Bogar	80
SS	R Gutierrez	79

W 0
L 0
ERA 0.00

Farm System

RP	J Cornejo	52/88
RF	D Cannon	42/71
2B	A Long	45/76

The improved general manager feature is one of the highlights of MLB 2000 (above).



Top Prospect

First Name: Johnny
Last Name: Hitsalot

Position: 1B
Jersey: 24
Skin Color: Medium
Face: Goatee
Height: 5' 10"
Weight: 238
Throw: Righty
Bat: Switch
Bat Color: Brown
Glove Color: Black
Socks: High Socks

Bat Stance: Normal
Bat Style: L. Walker
Follow Thru: Two Handed

Fly Av | Ground
Day Av | Night
Home | Away
vs. LHP | RHP

Run	70
Arm	70
Fielding	70
Reaction	70
Clutch	70
Power	70
Bat Avg.	70

7 Points Available

Box Score

Pros

- Fun, fast-paced gameplay
- Lots of features
- Good graphics

Cons

- Too similar to last year's game (last year's was good, though)
- Lots of bugs and artificial intelligence problems
- Too many home runs

"The graphics are very similar, and little has been done to improve the gameplay."

Official U.S. PlayStation Magazine

◉ ◉ ◉ ◉ ○

Rating

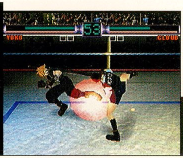
GOD BLESS THE RING
EHRGEIZ
PlayStation
SQUARESOFT

1 or 2 Players

Memory Card 1 block

Analog Control Compatible

Developer Dream Factory
Publisher Square/EA
Genre Fighting



Ehrgeiz

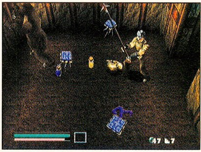
The extras make it all worthwhile

While it was a great crime that Tobal 2 never made it to these shores, it's nice to see Dream Factory's third try find a home here. The question is, will fans of more traditional fighters find it appealing?

The Tobal series took some getting used to, and Ehrgeiz is no different, with characters running swiftly in three dimensions and the action taking place at breakneck speeds. Some will love this fighting style... and others won't. Anticipating this love/hate reaction, Square has tried to stack the deck in their favor by throwing in all kinds of extras, like four minigames, a Quest Mode and guest appearances by five Final Fantasy VII characters.

Well, it worked; the FFVII characters are my fighters of choice, the minigames are great fun and the Quest Mode had me glued to Ehrgeiz for days. Without these extras, the rating would be down another notch and a half, easy. Unlike the Quest Mode found in the Tobal series, which wasn't all that different from the fighting game itself, Ehrgeiz's is set up more like an action/RPG, with all kinds of weapons, armor, magic and food items. The environments look fantastic, and the depth and length of the quest itself is almost worth the price of admission. Since each adventure has randomly generated dungeons and item placements, you can play through a fairly different quest every time, which adds a lot of life to the game.

It goes without saying that this is a must-buy for any fan of the arcade version, with tons of extras that'll fill your heart with joy. More traditional fighting fans should definitely give the engine a chance and see if the extras make it worthwhile to own. Being a member of the latter category, I have to say that although I'm somewhat indifferent to the fighting mechanics, I can't stay away from playing as the FFVII characters—and no one can stop me from trying to go through the Quest Mode again. There's really no brawler quite like it on the PlayStation. *—Wataru Maruyama*

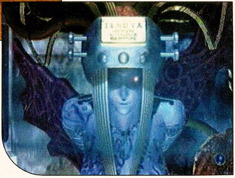


Although it's not quite deep enough to be its own game, the Quest Mode (above) is perhaps the most worthwhile and addictive extra ever seen in a fighting game, topping Dream Factory's own previous efforts in the Tobal series.

46
TIFA
SEPHIROTH

02:86
W.R. 03:68

27
SASUKE
GODHAND



The best bonus ending is the Final Fantasy VII movie (above), which you'll get for beating the game with Sephiroth.

Box Score

Pros

- Quest Mode is awesome
- Minigames are cool, too
- Sharp graphics
- Lots of play value

Cons

- Fighting engine is not for everybody
- More characters would be nice
- Some endings are super-short...and confusing

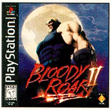
"There's really no brawler quite like it on the PlayStation."

Official U.S. PlayStation Magazine

● ● ● ◐ ○

Rating

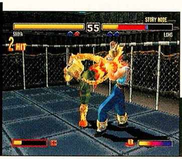
Developer	Hudson Soft
Publisher	SCEA
Genre	Fighting



1 or 2 Players

Memory Card 1 block

Bloody Roar 2



PlayStation

When humans who turn into animals attack

Last year, Hudson surprised gamers at E3 with an unknown beast fighter that was eventually picked up by Sony. Bloody Roar was a refreshing alternative to run-of-the-mill fighters, and the sequel definitely builds on that originality.

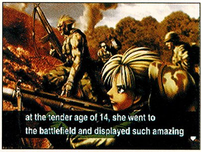
The graphics in Bloody Roar 2 are great, with improvements in character detail and overall resolution. But the most substantial improvement lies in the strategic use of the Beast mode. In the first game, you really didn't gain all that much by transforming into an animal (other than a healthy coat of fur), which defeated the purpose of having animals at all. Now almost every attribute is increased in Beast mode, including overall damage inflicted, speed and jumping height.

The new Story Mode is also a very welcome addition and helps explain all this animal transformation madness. It's nice to see that the Story Mode is actually substantial and not just something the developers threw in. Nice illustrations and an unfolding drama make it worthwhile to learn about everyone's personal journey, and you'll get different endings if you can make it through without continuing.

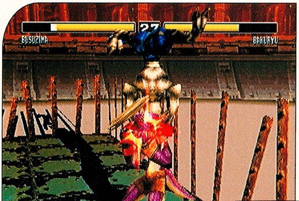
Bloody Roar 2 has successfully moved from fringe alternative fighter to a legitimate contender. I have only two main complaints: First, although most of the characters are pretty cool, some are very forgettable, making me wish the roster was a little bigger. And second, the game engine, while reasonably solid, is not as deep as those in other fighters; there's still not a big enough difference in advantage between "button-mashers" and skilled players—although it's harder to win by mashing than it was in the previous game.

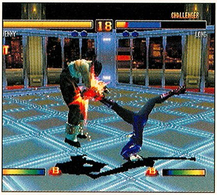
All in all, BR2 is a highly enjoyable experience offering many hours of gameplay. There are enough distinct play differences that even some fans of the first BR will need some time to adapt to BR2 (similar to the adjustments needed for Bushido Blade 2). For everyone else, though, there's no excuse for missing out on this excellent sequel.

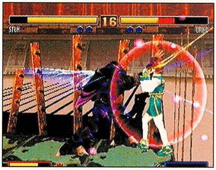
—Wataru Maruyama

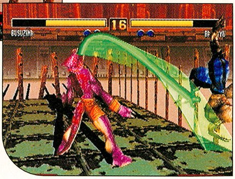

at the tender age of 14, she went to the battlefield and displayed such amazing

The Story Mode goes deeper into the history of the fighters than in most games. The illustrations that scroll during the story (above) can be viewed without the text boxes by pressing the L1 and R1 buttons, so you can appreciate them in their full glory.









Believe me, you don't want to be on the business end of this guy's tongue when he's angry (above). Looks slimy.

Box Score

Pros

- Sharp graphics
- Deep Story Mode
- Improved fighting engine

Cons

- Needs more characters
- Music isn't very memorable
- Fighting engine not so deep

"There's no excuse for missing out on this excellent sequel."

Official U.S. PlayStation Magazine

● ● ● ● ○

Rating

Developer	Ascii Japan
Publisher	Agetec
Genre	Fighting

FIGHTER MAKER
PlayStation
agetec

1 or 2 Players
Memory Card 1 block
Vibration Function Compatible
Analog Control Compatible

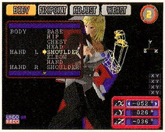
Fighter Maker

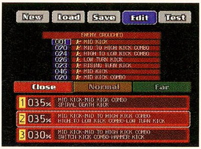
Fight, create and be happy

Creating that perfect fighter was more difficult than I thought. I had all these flashy moves in my head and I knew how they should look, but I didn't factor in where each body part would be while the main thrust of the attack was in motion.

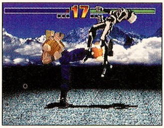
You too will spend endless nights trying to get that special move to look just right so you can show off just how inventive you can be. And that's what Fighter Maker is all about. Sure, there's already a fighting game included with plenty of different characters to choose from, but it's way too generic to be enjoyable for very long. Not only that, but just about every move is lifted almost frame by frame from other fighters, especially the Tekken series. It's better to think of the preset fighters as a bonus since the most fun you'll have is editing and creating moves.

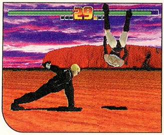
And that's where Fighter Maker excels, giving you all kinds of options to tailor that fighter to your needs—except visually. That's a little disappointing, but Fighter Maker is still an interesting and unique title that could keep you busy for as long as your PlayStation keeps running. Plus, with devices like the Dex Drive, you can trade fighters for new experiences as long as people continue making characters. —*Wataru Maruyama*


BODY
FIXPOINT
ADJUST
WRIST
BODY
BASE
HIP
CHEST
HEAD
HAND L
SHOULDER
ELBOW
HAND
HAND R
SHOULDER
UNDO
REDO


New
Load
Save
Edit
Test
ENEMY CROUCHED
MID KICK
MID TO HIGH KICK COMBO
HIGH TO LOW KICK COMBO
LOW TURN KICK
RISING TURN KICK
MID KICK
MID KICK COMBO
Close
Normal
Far
1 035%
MID KICK-MID KICK COMBO
SPIRAL DEATH KICK
2 035%
MID KICK-MID TO HIGH KICK COMBO
HIGH TO LOW KICK COMBO-LOW TURN KICK
3 030%
MID KICK-MID TO HIGH KICK COMBO
SWITCH KICK COMBO-HAMMER KICK

You can make moves from scratch or just add to existing moves. Or you can choose to be cheap and simply adjust parameters like hit damage if you'd like.





Box Score

Pros	Cons
• Creating moves is cool • Endless replay value • Lots of preset characters	• Can't alter the look of fighters • Sparse sound effects • Fighting engine needs tweaking

● ● ● ◐ ○

OPM Rating

Developer	Interactive Ent.
Publisher	Electronic Arts
Genre	Racing

Castrol
HONDA
SUPERBIKE RACING
PlayStation

1 or 2 Players
Memory Card 1 block
Vibration Function Compatible
Analog Control Compatible

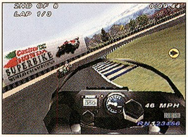
Castrol Honda Superbike

A credible simulation that lacks punch

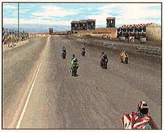
Admittedly, superbike racing is one of the few sports I'm not really familiar with, but Castrol Honda Superbike is in-depth enough that after playing it, I feel like I've gotten more of a feeling for the sport. But I'm not sure I had fun doing so.

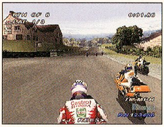
Superbike comes packed with the kind of depth that fans of the sport would undoubtedly love. For example, you can alter your bike and save your new settings (gears, tire surfaces, etc.) so that they automatically load according to which course you want to race. In addition, you can customize all the important gameplay settings, such as auto brake, bike damage, tire wear/damage and more. There's also a great Rookie Mode that shows the optimal path and speed to take around the track.

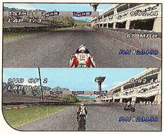
Unfortunately, the game lacks polish in just about every other area possible. The graphics are drab and have an unfinished look to them, the sound is lame, and there isn't any replay system. Superbike's split-screen two-player mode could have really helped, but it's so sluggish that it becomes boring and unplayable. Ultimately, you really have to be an avid fan of bike racing to tolerate the shortcomings that this game comes saddled with. And even then you might not be satisfied. —*Kraig Kujawa*


2ND OF 8
LAP 1/3
46 MPH
RN123456

The first-person view is novel (above), but if you want to win the race, it's probably better that you don't use it.




8TH OF 8
LAP 1/3
0:01.66
RN123456


1ST OF 2
LAP 1/3
57 MPH
RN123456
2ND OF 2
LAP 1/3
49 MPH
RN123456

Box Score

Pros	Cons
• One of the few bike racing simulations • Lots of bike customizing options	• Mediocre graphics • Sluggish two-player mode • Overall seems unpolished

● ● ○ ○ ○

OPM Rating

Developer Interplay Sports
Publisher Interplay
Genre Sports

PlayStation
INTERPLAY SPORTS
BASEBALL 2000

1or 2 Players
Memory Card 1~6 blocks
Vibration Function Compatible
Analog Control Compatible

Baseball 2000

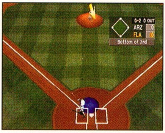
Not ready for the big leagues

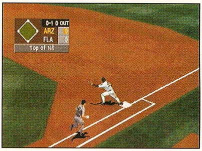
After playing games like EA's Triple Play 2000 and 989 Sports' MLB 2000, Baseball 2000 definitely seems amateurish and rushed. I've played thousands of PlayStation games in development before they were released in stores, and this undeniably has the feel and look of one of them.

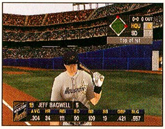
Baseball 2000 is quite dreary when compared with the competition, especially aesthetically. Graphics aren't everything, of course, but in this game, they clearly get in the way of the gameplay. The gameplay is just way too slow, in no small part due to the canned player animations that force you to frequently wait before action resumes. Even worse, the other player animations are often so choppy that it makes it very difficult to precisely field the ball, forcing you to use the auto-fielding option to make sure you catch the balls that should have otherwise been easy to manually field. There's just no fun in having the computer do the work.

If you look hard enough, you'll find some bright spots in the game, such as the smart computer intelligence and a good complement of features. It's just too bad that they get overshadowed by Baseball 2000's overwhelming deficiencies.

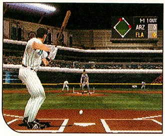
—Kraig Kujawa







One of the scarce highlights of the game are the cool animations, such as the stretch-catch at first base (above). Generic player faces rob the game of character (left).



Box Score

Pros	Cons
• Realistic play • Some cool animations • Lots of features	• Too bad most animations are choppy • Lame (high school?) announcer • Sluggish play

●●○○○
OPM Rating

Developer Avalanche
Publisher Midway
Genre Action

PlayStation
RAMPAGE 2
UNIVERSAL TOUR
MIDWAY

1~3 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

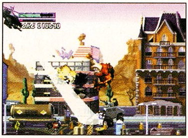
Rampage 2: Universal Tour

Universally poor

A good rule of thumb to follow when updating an old arcade game: Actually update it. Improve on it, refine it, change it—do *something* to it, for crissakes. Here we are at the second PlayStation incarnation of the classic monster-loose-smashin-up-the-city game Rampage, and still no sign of any significant improvement whatsoever.

As before, you climb buildings, punch and kick, eat people and various items, and jump around. Sure, this time you control new monsters on a mission to save the original three Rampage creatures, but it still all boils down to just destroying building after building after building. Controls are awkward and stiff; your limited movement and range of motion make your monster look and feel like a badly animated cartoon character, using the same footage over and over again. Nothing in the game ever comes close to using any of the PlayStation's capabilities: not the horribly plain graphics, not any of the lame effects, not the grating drunken-hillbilly music—nothing. The two- or three-person multiplayer option also adds nothing to the game, besides bitching and moaning from one or two of your friends. To put it simply, Universal Tour is everything the original Rampage was—and then none.

—Mark MacDonald



That's supposed to be Las Vegas above. How about maybe...I dunno...a CASINO?!? Almost all the locations in Rampage 2 have the same generic, interchangeable quality.

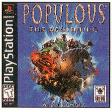
SCORE 003240
SCORE 000110

SCORE 000110
SCORE 000060
SCORE 000110

Box Score

Pros	Cons
• Briefly brings back memories of the arcade original	• Nothing new • Bland graphics • Poor sound • No variety • No fun

●○○○○
OPM Rating



1 Player
Memory Card 1~15 blocks
Analog Control Compatible
Vibration Function Compatible

Developer	Bullfrog
Publisher	Electronic Arts
Genre	Strategy

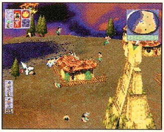
Populous: The Beginning

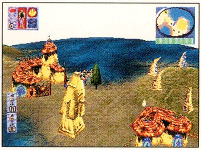
A new beginning, but with sorry results

I wish I knew why the designers of The Beginning decided to depart from the original Populous scenario. The original Populous games placed the player in the role of a powerful deity, in control of global events like floods and earthquakes. Your mission was to make your own slice of planet hospitable to your own followers, while making your opponent's settlement as inhospitable as possible. But in The Beginning, your control is limited to a small group of primitives and your tasks are on a much smaller scale: building training facilities, for example, or attacking individual enemy tribesmen.

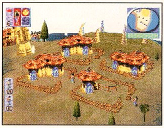
The result is that The Beginning plays more like a stripped-down, oversimplified version of WarCraft than like a Populous game, which is a shame because it seems to forsake the god-role—which is what really distinguished the series from the start.

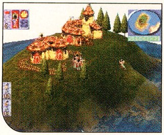
Furthermore, the gameplay itself is quite second-rate. Bland, ugly graphics make each different world look fundamentally identical, and the horrible frame-rate and frequent slowdown make the game even harder on the eyes. Awful sound effects and excruciating load times add further unpleasantness. For die-hard real-time strategy fans only. *—Joe Rybicki*





Your minions will need to worship these strange, large, golden structures (above, above left) in order to access spells and special items crucial to your missions.





Box Score

Pros	Cons
• Plenty of different worlds	• Doesn't feel like Populous! • Just plain bad graphics • Oversimplified gameplay

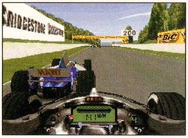
● ◐ ○ ○ ○

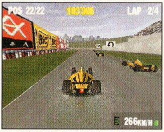
OPM Rating

PlayStation
MONACO GRAND PRIX

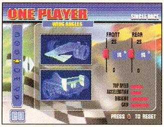
1~4 Players
Memory Card 1~6 blocks
Analog Control Compatible
Vibration Function Compatible

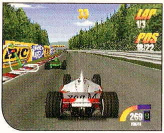
Developer	Ubi Soft
Publisher	Ubi Soft
Genre	Racing





Before a race in Simulation Mode, players can set a mind-boggling array of options to tweak their cars' performance (right).





Monaco Grand Prix

Solid racing for F1 fans

The problem with F1-style games is that not many U.S. gamers know enough about F1 racing to really appreciate the depth that goes into them. And so, while Monaco Grand Prix does have plenty to offer even the most casual F1 fan, folks used to more traditional racers may not find a whole lot here for them.

For the benefit of the fan, though, the game includes an entirely solid engine, with an in-depth Simulation Mode as well as a faster, looser Arcade Mode. In Sim mode, the cars require extremely precise setup, control and speed handling. The game is nicely realistic in respect to the car physics, although the optional damage effects seemed far too tame. But the Arcade Mode is where the casual player will find the most enjoyment; the engine here is *extremely* fast, and a great deal more forgiving.

The graphics and sound are fairly solid, though the bland, glitchy trackside graphics leave a lot to be desired and take a significant hit in split-screen mode (the game supports up to four players with a link cable). The big problem for fans is that the game doesn't include a full F1 license: Only the Monaco track is true to life; the rest are look-alikes. But with its solid game engine, Monaco is still worth a look. *—Joe Rybicki*

Box Score

Pros	Cons
• Quite realistic in Sim Mode • VERY fast in Arcade Mode • Four-player link cable support	• Not a full F1 license • Visually bland • Damage isn't realistic enough

● ● ● ◐ ○

OPM Rating

1 or 2 Players

Memory Card 1~6 blocks

Analog Control Compatible

Vibration Function Compatible

Developer Point of View
Publisher Electronic Arts
Genre Racing

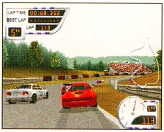
Sports Car GT

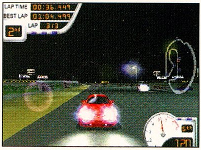
A "realistic" racer that's short on realism

I have to admit that I'm sort of confused by EA's decision to release a game like Sports Car GT alongside a game like Need For Speed: High Stakes. NFS is a truly excellent game—and while SCGT certainly isn't terrible, it is one of the most depressingly average racers I've come across.

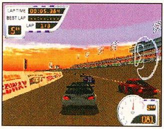
One thing SCGT does have going for it is a selection of solid performance-car licenses (as well as real-life courses). The problem with this is that in a realistic circuit-race game like SCGT, having licensed cars can actually be a drawback: Because the companies involved don't want their cars portrayed in a bad light, they prohibit developers from allowing the cars to be damaged within the game. If the game engine isn't adjusted to compensate, this tends to blow much of a race's realism (not to mention challenge), because without fear of damage you can drive like a maniac, bouncing off walls at turns to overtake AI opponents easily.

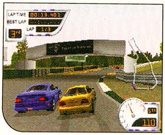
Bland, glitchy graphics and a generic soundtrack hurt the more superficial areas of the game. And though a "Pink Slip" Vs. Mode (where you keep your opponent's car if you win) is a nice addition, it doesn't save Sports Car GT from mediocrity. It's mainly a rental. *—Joe Rybicki*





Although the graphics overall are remarkably bland, the nighttime lighting effects (above) are actually quite realistic.





Box Score

Pros	Cons
• Over 45 licensed cars • Real-life courses • "Pink Slip" mode	• Lack of damage hurts gameplay • Bland, glitchy graphics • Sleep-inducing

● ● ◐ ○ ○

OPM Rating

1 or 2 Players

Memory Card 1~6 blocks

Vibration Function Compatible

Developer 989 Studios
Publisher 989 Studios
Genre Racing

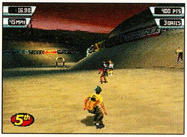
3Xtreme

Third time's the charm...or...not

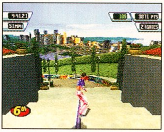
PlayStation owners desperate for "extreme sports" titles turned the previous Xtreme games into genuine hits. Now 989 has released 3Xtreme, once again addressing a niche that has previously been left unfilled. The thing is, this year there's actually some more or less direct competition in the form of EA's Rushdown, and however weak that competition may be, it makes 3Xtreme look weaker still.

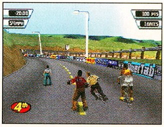
The move to a polygonal engine seemed to indicate that the game might look at least a bit better than the previous version. No such luck. The animations are as stiff and sluggish as ever, with low frame-rates, plenty of slowdown and lots of general graphical ugliness. In fact, I was able to find only one real benefit of the move to polygons, and that's nothing more than the addition of lighting effects. Whee.

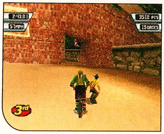
Sure, the game includes some spectacular tricks, but the animations are so jerky that it looks more like your character is pitching a fit than landing a trick. And the racing can actually get quite swift if you're lucky, but it won't be long before the silly collision problems bring it to a screeching halt. With all its faults, Rushdown is better. *—Joe Rybicki*



The graphics are generally quite lackluster, but some nice lighting and shadow effects (above) add atmosphere.







Box Score

Pros	Cons
• Races can get pretty speedy • Umm...lighting effects?	• Ugly graphics • Bad frame-rate • Big slowdown • Collision problems

● ○ ○ ○ ○

OPM Rating

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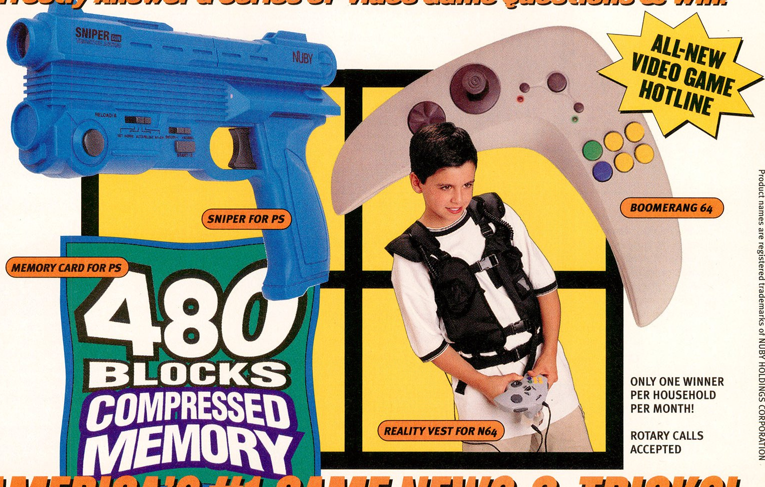

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Review Recap

The final word—official and unbiased

Need For Speed: High Stakes

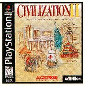
A roundup of the most notable games of recent months

Brave Fencer Musashi

Square ventures out of the cozy turn-based confines of the traditional RPG and ends up with a fine action/RPG, with the emphasis on action. Young Musashi has at his command a wide range of moves that he learns by defeating his enemies. The game can feel a bit linear at points, but the variety of action, puzzles and minigames make it well worth a look.

OPM Rating ●●●●○

Civilization II



This is a rare thing in the world of PC-to-PlayStation ports: a completely faithful translation of an incredibly complex game. Civ II has everything strategy fans could ask for, allowing players to manage every facet of an entire civilization. Whether your goal is technological supremacy or simply global domination, you'll find plenty to whet your appetite for power.

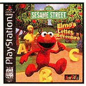
OPM Rating ●●●●◐

Contender

In contrast to Knockout Kings' statistic-heavy simulation, Contender is a genuinely fun boxing game that takes cues from classics like Punch-Out!! and Ring King. Sure, the baloony characters may look a bit goofy, but no one ever said boxers are supposed to be attractive.

OPM Rating ●●●●○

Elmo's Letter Adventure



Though cute, this game is too repetitive and linear. This may be good for basic alphabet skills, but psychologists say this sort of restrictive gameplay is counterproductive to a child's sense of empowerment. Plus, it's too simple to be truly educational.

OPM Rating ●◐○○○

Gex 3: Deep Cover Gecko

The third installment in the Gex saga suffers a bit from repetitive, monotonous combat and a fair share of graphics and camera glitches. But the humor of the series is here in full force, and a ton of levels and secrets help make up for the monotony.

OPM Rating ●●●◐○

Guardian's Crusade

Although Activision's new RPG has a lot of great ideas (like the ability to train your little porcine sidekick, Baby), it fails to truly exploit any of them, resulting in a game that offers the illusion of depth but doesn't deliver. The entertaining characters and dialogue are dulled by the too-simple graphics and the short play time. Not bad, but not great by any means.

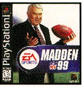
OPM Rating ●●●○○

Legend of Legaia

SCEA's newest RPG is a solid, entertaining game that punches a lot of classic RPG buttons while rarely sliding into cliché. The combat engine employs interesting hand-to-hand and magic systems, but where Legaia really shines is in the writing and character development. While the too-frequent (and too-lengthy) battles can be frustrating, Legaia offers a satisfying quest for any RPG fan.

OPM Rating ●●●●○

Madden NFL 99



Simply the deepest, most realistic NFL football game on the PlayStation. No, it may not have the graphical punch of its major competitor, but it's got the stuff where it counts. While more casual gamers may prefer GameDay, this excellent simulation is the ideal choice for the die-hard fan.

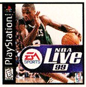
OPM Rating ●●●●◐

Metal Gear Solid

Some have said that this game doesn't live up to its prerelease hype because it's just too short. We say the game is so packed with extras, secrets and "holy-crap-that's-cool" innovations that the 10- to 15-hour completion time doesn't hurt it enough to matter. The story is wonderfully engrossing, the graphical style topnotch, and the voice-overs are the best yet. It was our Game of the Year for a reason. You need to own this true classic.

OPM Rating ●●●●●

NBA Live 99



EA's newest installment in the Live series sports AI improved from the previous version, loads of options and features, and improved graphics that actually show the players' emotions through an almost creepy use of facial expressions. The frame-rate could use some work, though, and because of the NBA lockout, the rosters are woefully out of date. Still, it's one of the best b-ball games yet.

OPM Rating ●●●●○

Need For Speed: High Stakes

Electronic Arts adds even more interesting features to the already-substantial Need For Speed III, and the result is an all-around excellent racer with a ton of different

recap pick of the month

R4: Ridge Racer Type 4

If you thought Gran Turismo was the best-looking PlayStation racing game, you would have been right—until now. R4 is drop-dead gorgeous, and makes you feel like you're actually behind the wheel better than any other PS racer so far.

Like previous games in the series, R4 features both Grip and Drift cars. While the Grip cars handle pretty similarly to the previous Ridge Racer titles, the engine has been modified to make Drift driving much more forgiving, addressing a common complaint about the previous games. Unfortunately, this makes for a much easier game overall. But R4 does make up for this a bit by including a split-screen mode that can be linked, allowing up to four players to race simultaneously.

At its heart, R4 is still pure arcade-style Ridge Racer. It's a wild ride that shouldn't be missed.

OPM Rating ●●●●○

modes. One of the most interesting of these is the chance to win new vehicles off a friend in head-to-head competition. Only the jittery frame-rate in Hot Pursuit Mode mars this fine game.

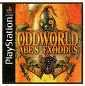
OPM Rating ●●●●◐

NFL Blitz

"Oh, that HAD to hurt!" To everyone's surprise, the console version actually more than does justice to Midway's arcade hit. Throw in Dual Shock support and Tournament and Season modes and you've got one excellent port on your hands. Fast, addictive, brutal and just plain fun.

OPM Rating ●●●●●

Oddworld: Abe's Exoddus



The loveable Abe returns in what amounts to little more than a collection of new levels to add to the excellent Abe's Oddysee. Further variety in environments helps differentiate between the games, however, as does the ability to possess more creatures, the increased GameSpeak vocabulary and the vector of Mudokon emotions. The much-needed Quiksave eliminates the pesky checkpoints of the previous game. An all-around topnotch title.

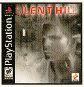
OPM Rating ●●●●◐

Rollcage

Psygnosis' insane racer features indestructible vehicles in a world where gravity don't mean jack. It's an extremely entertaining racing experience (especially in two-player mode), marred only by the unbalanced levels of challenge, too-short tracks and occasional graphics glitches.

OPM Rating ●●●◐○

Silent Hill



When Konami decides to do a horror adventure in the vein of Resident Evil, they don't mess around: Silent Hill is perhaps the most disturbing game on the PlayStation. Although the controls could have used a *lot* of work, the creepy story, multiple endings and assortment of extras make the game worthwhile. Buy it for the sheer atmosphere and you'll find yourself leaving a light on at night. Not for the faint of heart.

OPM Rating ●●●●○

Street Sk8er

The PlayStation's first dedicated skateboarding game leaves quite a bit to be desired. Although EA manages to come through on most elements of skater atmosphere, the trick system is far too simplistic and the game in general simply isn't challenging enough to warrant more than a rental. Great soundtrack, though.

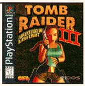
OPM Rating ●●◐○○

Syphon Filter

This game of high-tech espionage has drawn more than a few comparisons with Metal Gear Solid, but stands easily on its own merits. Although the game suffers from minor graphics and control issues, these pale in comparison to the imaginative level design and spectacular AI. A good bet for those seeking a thinking man's action game.

OPM Rating ●●●●○

Tomb Raider III



It's frustrating that two full years after the original title this game still looks and plays fundamentally the same. What was revolutionary back then is getting a bit tired. Still, this episode features the most realistic levels yet, most notably the city levels (light years ahead of the Venice levels of the previous game). But the controls are irritating, the levels are *very* unbalanced, and the game is loaded with bugs. Patience will pay off with this one, and you'll need a lot of it.

OPM Rating ●●●◐○

Triple Play 2000

EA Sports has finally managed to improve the frame-rate problems that plagued previous Triple Play titles, and has come up with this year's baseball game to beat. A revamped, simplified interface makes the game much more intuitive, and the more dramatic TV-style presentation adds plenty of ambience. Check it out.

OPM Rating ●●●●◐

Twisted Metal III

Without SingleTrac at the helm of this beloved franchise, the game is far less imaginative than the previous versions. If you can't stand being without the familiar characters, this is for you. Otherwise, V8 and Rogue Trip are much more entertaining.

OPM Rating ●●◐○○

WCW/nWo Thunder

This is the unfortunate result of all the faction-and-alliance melodrama that's made wrestling so popular of late. Thunder includes lots of treats for the die-hard fan, but fails to deliver anything resembling fun. Bad AI, horrible controls and a useless camera make this one for avid fans only.

OPM Rating ●○○○○

Xenogears

Square proves they still got it with an immense RPG with an entirely unique engine and loads of other innovations. A great story, a necessity for any good RPG, is complemented by great graphics. A worthwhile experience for any RPG-er!

OPM Rating ●●●●○

Ratings at a Glance

Ace Combat 2	●●●●●
Activision Classics	●●○○○
Batman & Robin	●○○○○
Blasto	●●●◐○
Breath of Fire III	●●●◐○
C: Contra Adventure	●◐○○○
Castlevania: SotN	●●●●●
Col. Wars: Vengeance	●●●◐○
Crash: WARPED	●●●●●
Dead or Alive	●●●●◐
FIFA 99	●●●●◐
Final Fantasy VII	●●●●●
G.Darius	●●●●○
Gex: Enter the Gecko	●●●◐○
Gran Turismo	●●●●●
Heart of Darkness	●●●●○
Hot Shots Golf	●●●●○
Judge Dredd	●◐○○○
Kartia	●●●●○
The Lost World: JP	●○○○○
Micro Machines	●●●●●
MLB 99	●●●●○
Mortal Kombat 4	●●●◐○
NCAA Football 99	●●●●◐
Need For Speed III	●●●●○
NFL GameDay 99	●●●●○
NFL Xtreme	●●○○○
NHL 99	●●●●◐
Parasite Eve	●●●●○
Pitfall 3D	●●○○○
Point Blank	●●●◐○
Rogue Trip	●●●◐○
Rugrats	●●●◐○
SaGa Frontier	●●●◐○
San Francisco Rush	●●●○○
Soul Blade	●●●●◐
Spyro the Dragon	●●●●○
Tekken 3	●●●●●
Tomb Raider	●●●●○
Tomb Raider II	●●●●◐
Tomba!	●●●●○
Vigilante 8	●●●●○

GEX 3

DEEP COVER GECKO

Collectables List:

LET THE HUNT BEGIN! There are exactly 1,748 items you need to pick up in order to get the best ending. Hope you have some free time on your hands. How do you take on this insurmountable task? Start by learning what you need and what these items do with the following descriptions.

FLIES: These are the most common items in the game. There are 100 per game level and hub. They are either lying about or hidden inside enemies. You will receive a 1-Up if you collect 50 of them in a given level. If you collect 100 you will earn a Remote. You're going to have to work in order to grab all 1,500.

PAWS: There are 10 in every game level and hub. They are pretty easy to see because they are bright green. For every 25 you collect, you will have another Paw added to your lifebar total. If you want to survive the harder levels, collecting the Paws is an absolute must.

BONUS COINS: These coins aren't all that common, with only three hidden per level. The Bonus Coins are used to open up the bonus level. Each level has a requirement, and you must have a certain number of these Bonus

(continued on next page)

All the Right Moves:
How Gex Plays

MANEUVERING: Gex has a lot of moves he can pull off, and in order to find every secret in the game, you'll have to learn them all. Here's when to use each move:

1. **KARATE KICK –** This move, when done correctly, will propel Gex twice as far as a normal jump. You'll have to jump chasms this way.
2. **TAIL SPRING –** When trying to jump onto a platform that's too high for a normal jump, use a Tail Spring to get you past.

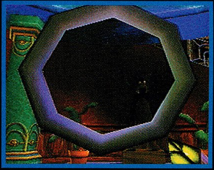
FIGHTING: In order to survive, you must know how to defeat each enemy. Here are the most effective ways to kill while minimizing your chances of getting hit.

1. **TAIL WHACK –** Your basic attack, it's good for hitting fast-moving enemies.
2. **TAIL SPRING –** The safest overall attack, it's especially useful against flying enemies who are harder to hit otherwise.
3. **KARATE KICK –** Only use this against large enemies with projectiles.

New Gameplay:
Looking Around

USE YOUR EYES: You could always do this in earlier Gex games, but now you can unlock secrets by standing in the right place and looking around. This is most important in and around the Mystery TV Level.

ALWAYS LOOK AROUND: With so many items to find, you would be insane not to look around. Just changing your perspective can do wonders if you're stuck in a particular level.



Use the camera angles to get your bearings and locate items.

Level Progression:
Requirements

EARN YOUR REMOTES: How quickly you beat Gex 3 depends on your ability to collect the Remotes.

HUB LEVELS: There are four hub levels that all the other levels connect to. Each one has a secret level. Hub levels will open up after you defeat each boss.

SECRET LEVELS: Beat these as fast as you can to open up the Vault.

BONUS LEVELS: These will give you Vault codes and require Bonus Coins to use.

BASIC LEVELS: Accomplish the given tasks to earn the Remotes.

Extra Lives:
Easy 1-Up Loop

STOCK UP ON LIVES: Whenever you're passing through the Mission Control hub, stop over at the display case. There is an extra life you can grab every time you enter this area. Lives are never a real consideration in this game if you're smart. There are plenty of easy "life loops" throughout the game if you look hard enough. Did you know some of the levels have 1-Ups hidden right at the start? Well, you can grab the life, then quit the level. When you come back in, you can obtain another life from the same spot. Do this over and over for lots of lives.

Mission control:
The Gex Cave

Remotes (Remotes Required: 1)

1. On steps.
2. Complete the Training Mission.

Paws

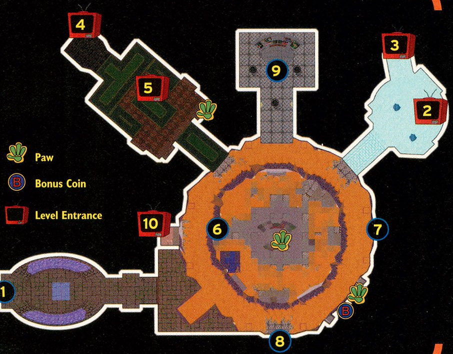
1. In glass display case.
2. Floating over the center of the main room.
3. Found in the water of the Karate Kick Training Room.
4. In the Clueless Room. Use the Dracula costume to reach it.
5. Behind the secret bookcase in the Clueless Room.
6. On a ledge in the Clueless Room behind where you enter the room.
7. On the right ledge of Tail Whack Training Room.
8. On the left ledge of the Tail Whack Training Room.
9. Found on the back left wall of the Jumping Training Room.
10. Found on the right wall of the Tail Bounce Training Room.

Bonus Coins

1. Look in one of the display cases.
2. On a ledge in the Clueless Room behind where you enter the room.
3. On a mound of snow to the left of the Holiday Broadcasting Level.

Map Key

1. Training Grounds
2. Holiday Broadcasting
3. Bonus Game
4. Mystery TV
5. Bonus Game
6. Entrance to Lake Flaccid
7. Entrance to Slappy Valley
8. Entrance to Funky Town
9. The Vault
10. Secret Level



OTHER VAULT

FINDING THE SECRET LEVEL: This first secret level is by far the hardest one to find. Where is it? In the main section of Mission Control, you will notice three massive computers. If you Tail Whack all three of them, a secret panel will flip around, revealing the way to the new level. The secret levels let you play as the other characters that you might have saved!

SHAPE-SHIFTING: Reaching the Paw and the Bonus Coin in the Clueless area is nigh impossible. However, there is an obscure secret in the room that can help you out. Stand in front of the Dracula picture and look right at it. This will transform you into a vampire, allowing you to glide to the items! Don't kid yourself—getting these items is still a pain in the butt!

WHAT'S WITH THE VAULT? By completing each of the secret levels, you will gain one part of the combination that unlocks the vault. The vault is the key to acquiring all the cool cheats and secrets. You'll need codes, though...

WHERE DO I GET THE CODES? You'll receive a code for every Bonus Game you win. Or, if you want to really cheat, check out the last page of this guide.

THE TRAINING GROUNDS: Unlike most games, the Training area of Gex 3 is really important. While the controls and gameplay are relatively easy to learn, the real reason to train is to collect an extra Remote as well as a ton of Paws. The Training Grounds will teach you how to attack, jump and maneuver—pretty much all the skills you need to conquer this game.

collectables list:

Coins to be able to play. Overall the Bonus Coins aren't all that important to the grand scheme.

LEVEL REMOTE: These are the ultimate goal of the game. You will be awarded these depending on the missions of the various levels. Earning Remotes will open more levels. Only by gathering all the Remotes can you hope for the best ending.

NON-ESSENTIAL ITEMS: There are Fly Boxes scattered about the levels. These will release a colored Fly that will do one of four things:

1. **GREEN:** The most common, it will restore one paw's worth of health.
2. **MAGENTA:** This will give Gex an easy 1-Up.
3. **ORANGE:** The Fly from this box will let you breathe fire.
4. **BLUE:** You can freeze enemies with this breath!

Holiday Broadcasting:
Totally Scrooged

Remotes (Remotes Required: 1)

1. Create five ice sculptures.
2. Whack the snowboarding elves.
3. Defeat the Evil Santa.
4. Collect 100 Fly pick-ups.

Paws

1. Found on the right side of the waterfall.
2. Kill the first ice skating elf. Paw will appear on Santa's sleigh.
3. Found right in front of the evil Santa.
4. On the snowboarding section of the level.
5. Also found on the snowboarding section.
6. Found atop one of the houses.
7. In the room with the water, look in water itself.
8. Also in the room with the water, look in water itself.
9. In the room with the water, down the right-side passage.
10. In the room with the water, behind the bushes near where you enter.

Bonus Coins

1. Found down the center chimney.
2. Kill the two skating elves to melt the ice with the coin.
3. Snowboard through all the poles to get a hidden coin.

THE CHIMNEY: If you pride yourself on noticing small details, you probably will have noticed that one of the chimneys does not have smoke coming out of it. This means you can enter it, Santa-style. Inside there are a Bonus Coin and some Flies. You can reach the roof of this building with a well-placed Karate Kick from the nearby ledge. This game's loaded with secrets like this one.

FINDING THE ICE SCULPTURES: Whipping all the ice sculptures will earn a Remote.

1. Behind the red house, next to the yellow-snowed Gex name.
2. On top of the house with the unlit fireplace.
3. Near the pool with the two penguins.
4. At the top of the icy waterfall.
5. Next to a Health Fly box on the left-side area by the ice flats.

FIGHTING EVIL SANTA: Evil Santa will attempt to peg you from a distance with Christmas presents. The key to beating him is to Tail Whack them back at him. Three or four hits will send him to the grave. What makes defeating him difficult is the timing. Try swinging when the present is about halfway across the chasm, and you should hit it pretty square-on.

MISSING A FEW FLIES? The toy soldiers contain a number of Flies. Simply Tail Whack them and they'll spit out a Fly. Keep on hitting them until they stop. The same thing goes for the mailboxes. They'll give up quite a few Flies before dropping. If you're missing just one or two Flies, remember to chase down those annoying penguins. It's easy to miss one of those little buggers.

Mystery TV:
Clueless In Seattle

Remotes (Remotes Required: 3)

1. Survive the Hedgemaze.
2. Break the three Blood Coolers, again!
3. Find and beat the three minigames.
4. Collect 100 Fly pick-ups.

Paws

1. Whack all the TVs above the bar to reveal a secret passage.
2. In the same room as the bar, there is a Paw in the corner.
3. There's a Paw in the wine cellar.
4. Found in the maze.
5. Also found in the maze.
6. In the main room, hit the bust to make the Paw appear on the narrow walkway.
7. On top of the crate in the center of the kitchen.
8. Found in the Sink minigame.
9. Found by the side of the pool.
10. In the maze as well.

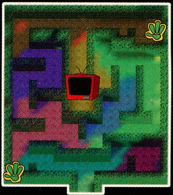
Bonus Coins

1. Win the coin in the Bubble Burst minigame.
2. Win the coin in the Fleas on the Dog minigame.
3. Win the coin in the Pool Ball Bash minigame.

THE SECRET PASSAGE: In the room with the bar and the pool table, you will find a secret passage behind the picture. The way you open it is deviously hidden. Behind the bar there are six television sets. Whip each one until they're all showing static. This will flip open the picture in the room. There's some choice items in there you can grab.

SURVIVING THE HEDGEMAZE: Bears and hunters roam the maze looking for a gecko such as yourself to kill. Fortunately there are enough health boxes about, so getting hit really isn't a problem as long as you keep moving. Karate Kicks are an ideal way to take out the hunters before they can shoot. If you don't know where you're at, use the map to determine your location. Each section of the maze is lit by colored lights, so you can use these to identify exactly where you are.

REACHING THE BLOOD COOLERS: Seemingly simple to get (they're in the room you start out in), the Blood Coolers will take some work to smash. First you must head to the hedgemaze and Tail Whack the bust inside. This will open up a secret passageway in the library. In the passage is a device that will turn you into a vampire. With your newfound powers, you can glide to the Coolers.



Lake Flaccid

Remotes

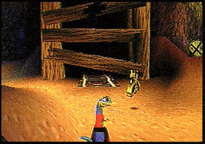
1. Collect 100 Fly pick-ups.

Paws

1. Tail Whack the sandcastle by the entrance.
2. Tail Whack the sandcastle on the far side of the beach.
3. Jump on top of the floating tire.
4. Use the turtle's boat to reach the Paw that's floating over the water.
5. On the right side of the Hotdog Hill entrance.
6. On the left side of the Hotdog Hill entrance.
7. On top of the Oil Drill.
8. On top of the entrance leading to the Secret Akuji level.
9. On top of the massive pirate ship that houses the Buccaneer level.
10. Underneath the teeter-tottering bridge sections.

Bonus Coins

1. Up high on the back wall. Use the lounge chair to bounce to it.
2. On a ledge to the left of the Western Channel entrance.
3. On a ledge right on top of the entrance to the Western Channel.



FINDING THE SECRET LEVEL: Finding this level isn't all that tricky. Look on the map below for its exact location. When you get to it, it will look like a boarded-up mine. If you Tail Whack the boards, they will fall apart, leading the way to this not-so-secret level. Assuming that you've defeated the first secret level, you only have two more to beat before you open the Vault!

OPENING THE BUCCANEER BONUS LEVEL: OK, remember the fun you had trying to reach the items outside the Clueless Level? Tough, eh? That's nothing compared with the jumping skill you will have to exercise when you try to leap to the switch that opens the way to the bonus game. Run down the slanted ship and do a Karate Kick. If your timing and aim are perfect, you'll land on the ledge.

TRIGGERING THE TNT: Hidden atop a ledge on the far right of the Western Level is a trigger. If you hit it, you will hear an explosion, but there won't be a cinema showing an effect. What that blast did was clear a passageway inside the mine leading to the Western bonus game. There are plenty of enemies here, so if you're missing some Flies, be sure to come here!

ITEMS IN HARD-TO-REACH PLACES: Some of the items in this level are pretty hard to reach. The Bonus Coins, for example, require you to bounce across difficult terrain to reach them. The items hovering over the water are tough to grab, but you'll notice that your turtle friend is rowing a boat around the lake. You can use his boat as a platform to leap off of.

OPENING THE EGYPTIAN BONUS LEVEL: There is a heavy gate barring the way to the bonus game inside the pyramid. Opening it is fairly simple. First, kill that pesky spider droid. It's a distraction best dealt with early. Next you'll notice four tiles inset into the floor. Tail Spring on each of them and the gate will open.

MISSING A FEW FLIES? There are palm trees lining this whole hub level. The reason they're so plentiful is because they contain Flies for Gex to find. Merely whack them with your tail to knock them free. Don't forget to check all the treasure chests and to look on top of the waterfall. Sometimes it's the most obvious places that you overlook.

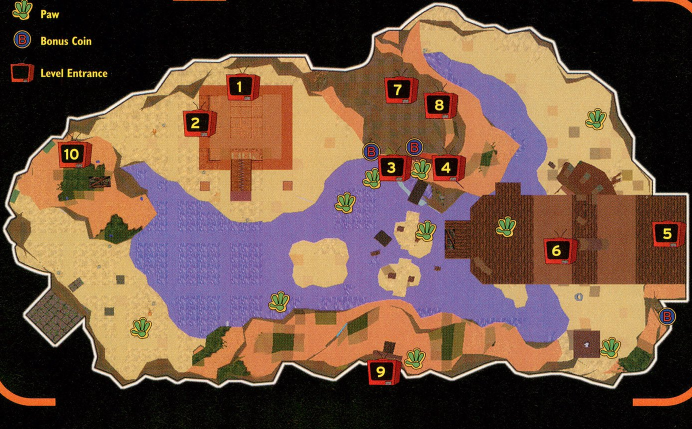
Map Key

1. Tut TV	6. Bonus Game
2. Bonus Game	7. Western Station
3. Army Channel	8. Bonus Game
4. Bonus Game	9. Secret Level
5. Buccaneer Program	10. The Boss

Paw

Ⓑ Bonus Coin

Level Entrance



Tut TV:
Holy Moses!

Remotes (Remotes Required: 5)

1. Recover the three Staffs of Ra.
2. Release the spirits from the three Lost Arks.
3. Ride the camel to the ancient temple.
4. Collect 100 Fly pick-ups.

Paws

1. Look for the first Paw in the far-left end of the main corridor.
2. Look inside of the waterfall behind the first Staff of Ra.
3. Ride the elevator to find another Paw by the first Lost Ark.
4. There's a Paw behind the giant spider in the second area.
5. There's a single Paw in the room where the Staff of Ra is.
6. In the room of the rotating platforms, right after the camel.
7. Also in the room of the rotating platforms, right after the camel.
8. Look right by the second Lost Ark.
9. This one is right by the Staff of Ra exit.
10. This one is also right by the Staff of Ra exit.

Bonus Coins

1. Find the first coin down the first right-hand passage. Look behind the water.
2. In the room with the scarab and the elevator.
3. In the room where the staff is glowing.

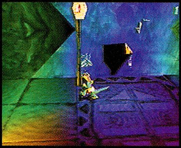
THE GIANT SPIDER AND OTHER DANGERS: This level holds a lot of instant deaths. First, the sand in this level is very hot and will kill you if you touch it. Time your jumps when trying for a platform, and don't overcompensate when it starts to jiggle a bit. To kill the spider, eat the fly that's nearby for the ability to shoot fire. Char that baby, and platforms will appear.

FINDING THE THREE STAFFS OF RA: To earn a Remote you'll have to find them all.

1. Defeat the mummy down the first right passageway of the main corridor.
2. In the Staff of Ra room, climb the wall to reach the second mummy.
3. In the hall of stretching faces, walk into a crack on the left side of the wall. Defeat the mummy inside for the final Staff of Ra.

FINDING THE THREE LOST ARKS: To earn a Remote you'll have to find them all and defeat their guardian.

1. Defeat Anubis, found just past the elevator on the main corridor's left side.
2. Found at the top of the Staff of Ra room. Defeat Anubis once again.
3. The final Ark lies at the end of the hall of stretching faces. Once you have defeated Anubis the exit will appear.



A ONE-WAY TRIP: If you're trying to collect all the Flies, do not cross the desert with the camel unless you are absolutely certain you've gotten all the Flies up to that point. Once you enter the room beyond the desert, you cannot go back. If you try, the hot desert sand will kill you quickly. For a quick check, this area has six Flies. Only head here if you need exactly that many.

Army channel:
War Is Heck

Remotes (Remotes Required: 7)

1. Shoot the searchlights, whack five tents.
2. Destroy the city, and find five Secret Bug Crates.
3. Survive the maze, steal the secret plans.
4. Collect 100 Fly pick-ups.

Paws

1. Right on the front area of the combat maze.
2. In a trench in the combat maze.
3. In a building you must blow up with the tank.
4. In a building you must blow up with the tank.
5. In a building you must blow up with the tank.
6. In a building you must blow up with the tank.
7. Found in the maze right near the checkpoint.
8. Found in the command bunker on the right.
9. Found in the command bunker on the left.
10. In the tunnels.

Bonus Coins

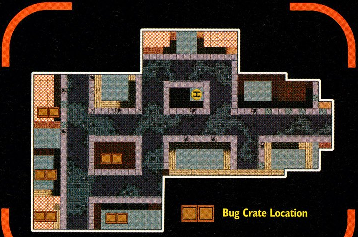
1. On the top of the maze obstacle.
2. In the tunnels.
3. In a building you must blow up with the tank.

THE SECRET TUNNEL: Right underneath the first bunkhouse is a hidden series of tunnels. Find it by looking under the oven that's right past the bunks. In these narrow corridors you will find a Paw, a Bonus Coin and some Flies. If you are missing some Flies, head over to the bunkhouse. The odds are that you've passed up this wholly unremarkable building.

SHOOTING OUT THE SEARCH LIGHTS: There are searchlights throughout the level, and if you're spotted by them, you will get blasted. The solution is to shoot out the searchlights. Whenever you encounter them, look around for a machine gun emplacement. Hop right on, and you'll be spraying out enough lead to scare the NRA. Don't worry about ammo; just keep shooting.

DRIVING THE TANK AND WINNING: To enter the tank simulation city, open the gates found between the first two searchlights. Just press on the gate and it will open. Controlling the tank is a little tricky, but a lot of fun. The whole point is to destroy all the buildings and smash all the Secret Bug Crates. Keep firing constantly and you will be sure to find any weak points in the buildings. This part of the level has plenty of goodies to pick up.

The first building you come across in this area has a section that blows out on its left side. If you look carefully, you'll notice there is a tire placed inconspicuously in a hollowed-out section. Use the tire to bounce to the top once you've destroyed all the Secret Bug Crates.



Western Station:
Organ Trail

Remotes (Remotes Required: 9)

1. Visit the world's largest mound of poop.
2. Collect a Full House.
3. Climb the mountain.
4. Collect 100 Fly pick-ups.

Paws

1. There is a Paw between two cactuses where you first see scorpions.
2. There's a Paw on the second rise, which you need a burro to get to.
3. Just inside the entrance of the mine.
4. Look right after the tracks inside the mine.
5. There's a Paw carefully hidden behind the fire in the Wyatt Urpchuck building.
6. You'll find this Paw at the burro rental shop at the top of the level.
7. There's a Paw atop the Wyatt Urpchuck building.
9. On the mine car tracks above the first cactus pit.
10. Also on the mine car tracks above the first cactus pit.

Bonus Coins

1. There's a Coin atop the Wyatt Urpchuck building.
2. On the mine car tracks above the first cactus pit.
3. Next to the Full House exit.

RIDING THE BURRO: The annoying little burro is essential to collecting the remotes on this level. You're probably asking yourself, "Why do I have to take the obnoxious braying animal?" The answer is simple. He can climb up hills and you can't. You can really screw yourself if you jump off him while high up, because you won't be able to get back to him.

WHERE ARE THE CARDS? Collecting all five of the cards can be pretty rough.

1. Right in front of the poop trolley.
2. Inside the mine, at the center.
3. In the Wyatt Urpchuck tomb.
4. Inside the second tomb.
5. The last one's kind of tough to get. Fall from the waterfall where you hit the switch. With a little bit of luck you'll land on a minecar track. The card is on the track.

CLIMBING THE POOP MOUND: The Poop Mound Remote is by far the simplest to get. When you come to the first trolley (it has a card in front of it), hop on. You'll have to make a couple of semi-tricky jumps to reach the stinking poop ball. Circle around it using Tail Springs to get higher, and eventually you'll reach the top of it. As expected, there are a lot of Flies to collect here.

MISSING A FEW FLIES? In order to get all the Fly pick-ups, you will have to occasionally dismount from the burro and attack some of the enemies. The scorpions are much easier to kill this way, and the gunmen must be Tail Whacked. Tracking down all the chickens is another must. Make sure you break all the chicken crates in the level when collecting Flies.

Buccaneer Program:
Cutcheese Island

Remotes (Remotes Required: 11)

1. Survive the Wall of Death.
2. Sink four pirate ships.
3. Zip on down to the TV.
4. Collect 100 Fly pick-ups.

Paws

1. Use the barrel right at the beginning to reach the Paw on the crate.
2. Look to the right of the skull whose eyes you shot out.
3. Above the first area, Tail Whack the crank to be able to reach another Paw.
4. Find a Paw above the second-floor door above the start.
5. Find another Paw in the first hole in the Room of Death.
6. Look in front of the first level exit.
7. Look in the crow's nest between the two swinging barrels.
8. This one's right below the one in the crow's nest.
9. On the poop deck right after where you push a barrel.
10. Look on the mast.

Bonus Coins

1. Behind a barrel right at the start.
2. Look on the very back of the ship.
3. Also on the very back of the ship.

NAVIGATING THE FIRST ROOM: The first room is the toughest. First, you'll want to hit the switch in the back to trigger the cannon. Shoot the skull's eyes out to open the way farther. Climb to the second floor and Karate Kick your way to the checkpoint. Tail Whack the switches to create temporary planks. Use the planks as leaping points until you get to the swinging barrels. Use them to continue.

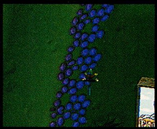
FIGHTING THE SKELETONS: Those pesky skeletons seem to block every attack you throw at them. The trick to killing them is a good Jump Kick.

In the first room, right at the exit leading to the Room of Death you'll find two pesky skeletons. To defeat them, look for a wall-climb texture on the right side of the room, and make your way to the platform. A cannon will drop down!

SINKING SHIPS: In the lower galley of the ship there are four doors. Behind each one is a cannon and a window opening up to a fast-moving pirate ship. Each one takes about three direct hits to sink, and they get faster and faster. Try to lead with your shots, and you'll be able to blow them out of the water. Fire as much as you want, because you have infinite ammo.

STILL MISSING A FEW FLIES? On the far-right side of the Room of Death, there is climbable surface. With proper timing (so the walls don't smash you), you can circle the room and collect a number of these easy-to-miss Flies.

STILL MISSING MORE? Don't forget to kill every skeleton and rat. They'll drop Flies for you to pick up too. Always kill every enemy you see.



slappy valley

Remotes

1. Collect 100 Fly pick-ups.

Paws

1. In the second area on the left side of the temple entrance.
2. Around the back temple entrance.
3. Around the back temple entrance.
4. Around the back temple entrance.
5. In the underwater section.
6. In the underwater section.
7. On the hill with footprints on it, right past the water.
8. On the second beanstalk leaf.
9. In the Anime area.
10. On a platform above the Fairytale Level entrance.

Bonus Coins

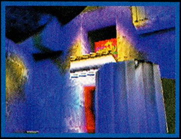
1. Found in a nook to the left of the start.
2. In the anime area.
3. In the underwater section.

FINDING THE SECRET LEVEL: The Slappy Valley secret level is surprisingly easy to pass up. Enter the earthy passageway that leads to the beanstalk. Stop when you get to the watery section and look to your left. You will see the secret level tucked away in a nook. This is one of the harder secret levels to find. A thorough search of this level will reveal a Clacker board.

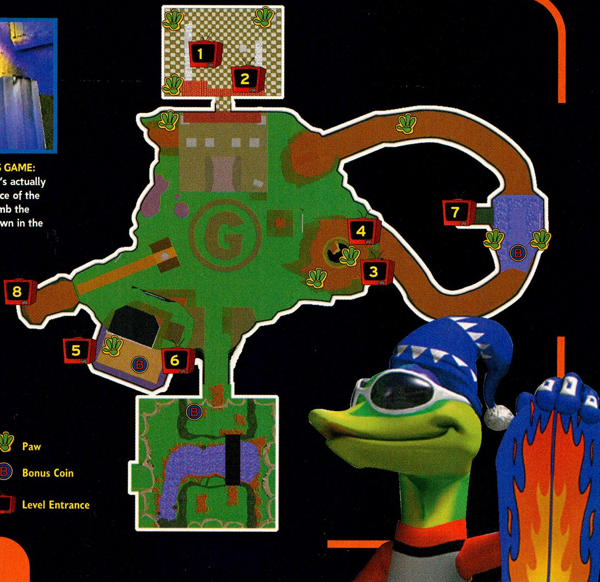
HOW TO REACH THE ANIME LEVEL: Reaching the area behind the glass may seem tricky, but really, it's not. Near the Lizard of Oz boss entrance there is a section of wall that has gecko feet on it. You can climb this surface to reach the area above the Anime Level. If you follow the path, you will come across a strange silver cup. Stand in it, and you'll teleport to the inside of the glass area.

HIDDEN IN THE BEANSTALK: If you look to the left of the Fairytale entrance, you'll see a bunch of blue beads leading upward. These are in fact a climbable surface Gex can use to find a Paw and the entrance to a bonus game. A good rule of thumb is, whenever you enter a suspicious place, look around to see what you can and cannot climb on. This is important for any level.

FINDING ALL THE FLIES: The most annoying part of finding all the Flies in Slappy Valley is smacking all the bunnies that are hopping about. They will drop a couple of Flies if you keep whacking them. The problem is that you have to chase them, and it's easy to get confused as to which bunnies you've hit already. Try to separate them from each other, then whack away.



THE MYTHOLOGY BONUS GAME: It's hidden pretty well. It's actually directly above the entrance of the temple. You'll have to climb the stone blocks and drop down in the middle to reach it.



Map Key

1. Mythology Network
2. Bonus Game
3. Fairytale TV
4. Bonus Game
5. Anime Channel
6. Bonus Game
7. Secret Level
8. The Boss

✋	Paw
Ⓑ	Bonus Coin
▭	Level Entrance

Mythology Network:
Unsolved Mythstories

Remotes (Remotes Required: 13)

1. Break the arms off five statues.
2. Collect three golden apples.
3. Find the TV at the end of the rainbow.
4. Collect 100 Fly pick-ups.

Paws

1. In the clouds just past the checkpoint.
2. Across a jump right after the checkpoint.
3. On the first aqueduct.
4. On a mesa in front of the waterfall. Freeze a skeleton to reach it.
5. On the second aqueduct, near the strength pillar.
6. Just past the second aqueduct, atop a pillar.
7. In the clouds below the second aqueduct area.
8. In the second temple, by the falling platforms.
9. By the rainbow exit.
10. Also by the rainbow exit.

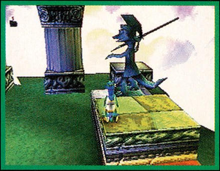
Bonus Coins

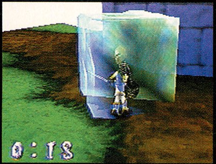
1. On the first aqueduct.
2. On the second aqueduct.
3. By the third temple.

HOW DO I TIME THOSE PLATFORMS? There are two patterns you must learn. These can be annoying because you can only stand on platforms for a second or two. When they are moving from side to side, start your jumping when they are farthest apart. When they are moving in a circular pattern, wait to leap onto the last one, so that in the time it takes you to jump, it will be in position.

THE STRENGTH PILLAR PUZZLE: The first place you'll get stuck is where you first come across a skeleton. Freeze him and use the block of ice as a platform to reach the strength pillar. Now quickly hop to the next cloud and dash apart those pillars.

The next place involves your pushing a large pedestal in a maze while trying to keep it from falling into a pit.





WHERE ARE THE THREE GOLDEN APPLES? Each of the Golden Apples is in a tree. The hardest to reach is the second apple. Right before the first aqueduct you'll see a Fly Box that allows you to freeze opponents. You'll have to nab the box, cross the waterfall and freeze a skeleton in a very limited amount of time. The time constraints of this level are just brutal. Better practice your jumping.

THE FIVE STATUES: To nail all five of the statues, you must follow a simple path. Follow the level where it takes you until you reach the aqueduct. This will take you back to near the beginning of the level. Remember that large temple you passed? Use your Herculean strength to break the pillars and reach the exit inside. This is the easiest Remote to get in this level.

Fairytale TV:
Red Riding in the Hood

Remotes (Remotes Required: 16)

1. Climb the beanstalk.
2. Destroy the Three Little Pigs' houses.
3. Jump over the three candlesticks.
4. Collect 100 Fly pick-ups.

Paws

1. Right behind where you start.
2. In the air, you must jump off the fourth beanstalk leaf.
3. Atop the second purple bouncy leaf.
4. On a leaf near the first checkpoint.
5. Also on a leaf near the first checkpoint.
6. Yet another on a leaf near the first checkpoint.
7. On a leaf near the large purple climbing section.
8. Floating in the air past the last magic mirror.
9. Above a bouncing leaf right next to the second pig house
10. On a leaf right after the checkpoint past the third pig house.

Bonus Coins

1. Use the first mirror to trigger its appearance.
2. Use the third mirror to trigger its appearance.
3. Use the fifth mirror to trigger its appearance.

HARD-TO-REACH SPOTS: Ahead of you will be some impossible jumps to make. Karate Kicking will not get you there. However, Gex has a special ability on this level that allows him to glide tremendous distances. Use the gliding to make sure you land securely on each leaf. One fall is all it takes to bring you back to the bottom. The glide prevents this level from being frustrating.

WHERE ARE THE THREE CANDLESTICKS?
The first part of the beanstalk has three lit candles for you to whack. They are on oddly placed leaves, so you'll have to glide in order to reach them.
1. Just above the narrow section of the beanstalk.
2. Just under the first orange vine.
3. A little past the second magic mirror teleportation site.

WHERE ARE THE THREE LITTLE PIGS' HOUSES? The little pigs must be destroyed! Here are the directions on how to find them:
1. The house of straw is just beyond the bridge near the beginning.
2. The house of wood is to the left of the rest area. Look for another bridge and glide toward it.
3. The house of brick is right before the final section of vine.

REACHING THE TOP: If you get high enough into the beanstalk, you'll get to a point where it will seem as if you can go no farther. Look carefully into the distance and see if you can spot a lonely leaf amidst the mist. Glide to it, and you should be able to see purple leaves leading upward as well as the bridge leading to the last of the Little Pigs' houses. You're almost to the top!

MAGIC MIRRORS: Throughout the level you will come across the mirrors. They have two effects. The first will create a limited period of time with which to collect a Bonus Coin. The second is far more useful. If you fall to the bottom, they act as a sort of teleporter to bring you back up. Without these things, you'd be pulling your hair out. Always trigger the latest mirror.

MISSING SOME FLIES? This level has the Flies placed in odd places, like the thin vines that circle the large beanstalk. For the most part, walking on them is suicidal, so be prepared to glide if you lose your footing. At the very top of this level is a massive chair that has a lot of Flies on the upper rungs. You should use a purple leaf to bounce, then glide there.

Anime channel: When Sushi Goes Bad

Remotes (Remotes Required: 19)

1. Demolish the three Protoculture Tubes.
2. Deactivate the planet destroyer.
3. Find and destroy the five rogue mechs.
4. Collect 100 Fly pick-ups.

Paws

1. The first Paw is underwater near the first three rogue mechs.
2. This one is above the bubble lift next to the switch down by the right door.
3. This one is on the grate elevator down past the right door.
4. Right next to the first Protoculture cell is another one.
5. Look next to the second Puracell down the back doorway.
6. On the back of the planet destroyer device.
7. On the catwalk by the destroyer device.
8. Behind planet destroyer control panel.
9. In a wall niche by the rogue robots.
10. In a wall niche by the rogue robots.

Bonus Coins

1. On the tip of the planet destroyer.
2. In a wall niche by the rogue robots.
3. In the center of the Protoculture Tubes, kill all enemies.

USING THE HOVER PLATFORMS: Most of this level requires you to use these. Step on them and you'll get tossed up. Hitting switches or killing all the enemies in the room will turn them on. Once at the top, glide.

REMEMBER YOUR HOVER JETS: Since you are in a mech suit, Gex can glide with the R2 button. This is ideal for reaching places you normally cannot.

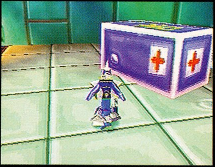
FIGHTING THE ANIME ENEMIES: This level has more combat than the others. You will face two very aggressive enemies: the Sailor Moon wanna-bes and the assault mechs. If you keep moving in a circular pattern around them (whacking with your tail the whole time), you'll keep striking them before they can harm you. The girls come out of the yellow doorways, so you can predict where they are.

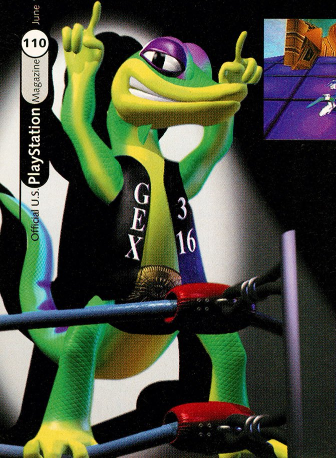
WHERE ARE THE FIVE ROGUE MECHS? They are in the room that has a large green floor. Kill the hovering droids and the green platform will turn on, allowing you to hover. Hover to the only area you can glide to. The first mechs are here. The last two are on higher platforms. To defeat them, use a Karate Kick to get in close. Then stand between their legs and start attacking. It's a safe spot.

THE PROTOCULTURE TUBES: The tubes are down separate hallways around a single circular room. You will have to defeat a number of enemies each time you want a door to open. If you kill all the enemies (make sure you do) items will appear, such as Bonus Coins. There are five tubes that are hard to miss. This mission is the hardest for this world, simply because of all the battles.

FINDING THE PLANET DESTROYER: The path you take to the Planet Destroyer is quite simple. There are power cells you must Tail Whack to turn on. These will activate the elevators that will take you where you need to go. To turn the Destroyer off, climb the grating that surrounds the device and hop onto the ledge past it. Turn off the forcefield and enter the control room.

MISSING A FEW FLIES? Amidst all the crates and obstacles in this level, you're bound to miss the medical crates. All contain Flies. Since there's a lot of them, you tend to mentally block them out. Another easily bypassed source of Flies are those little scurrying mouse-like droids. They will attempt to get out of your way, but give chase. They have one or two Flies on them.





Lizard of Oz: Lions, Tigers and Gex

LOCK & LOAD: In a twisted parody of the Wizard of Oz, you must defeat a floating apparition. This boss attacks in waves. First, he will shoot homing rocks at you. They are fairly easy to dodge, if you keep moving. His second attack will be to spawn a spider droid near you. When he does this, a cannon will appear at one of the three grooved spots on the floor. Run to it as fast as you can and shoot the brain. Don't worry about the droid; it can't hurt you while you're on the cannon. Try to get a feel for how the cannon ball arcs, so you hit the "wizard" every single time.

This boss will only require three or four hits before expiring. With him defeated, the next hub level, Funky Town, will open up via Mission Control. That is where you should head to next.

Funky Town

Remotes (Remotes Required: 19)

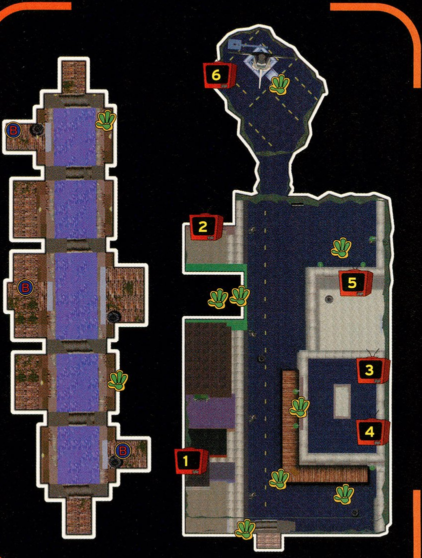
1. Collect 100 Fly pick-ups.

Paws

1. There's a Paw on the ledge on the right side near the entrance.
2. Look on the ledge on the right side near the exit to the second section.
3. Lizard climb on the red building to get another Paw.
4. Lizard climb higher on the red building to get a second Paw here.
5. On a spinning crate above the main building.
6. On a spinning crate above the main building.
7. On a spinning crate above the main building.
8. Glide to the top of the tube that forms the entrance to the second area.
9. Glide to the Tremmeloni sign atop the main building.
10. Grab this one on the ladder leading to the space shuttle.

Bonus Coins

1. Behind bars in the sewer section (see below for description).
2. Behind bars in the sewer section.
3. Behind bars in the sewer section.

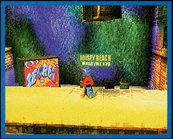


Map Key

1. Superhero TV
2. Bonus Game
3. Gangster TV
4. Bonus Game
5. Secret Level
6. Spacestation Rez

Paw
Ⓑ Bonus Coin
Level Entrance

FINDING THE SECRET LEVEL: The final secret level isn't hidden too well. It's in the back area behind the Gangster TV Level entrance. You can get to it by either using the twirling crates, jumping from the hood of the nearby truck or gliding while wearing the second superhero outfit. Once this has been beaten, you will have access to the giant safe back at Mission Control.



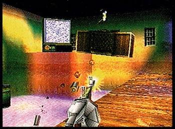
SUPERHERO COSTUMES: By entering the superhero booths you can gain special powers for a limited time.
1. Super strength: This allows you to break things like boxes and cars.
2. Wings: You can now glide tremendous distances. These are ideal for reaching hard-to-get places.

OPENING UP THE SEWER COINS: First you must reach the superhero booth that grants you super strength. Use your newfound ability to smash all the trucks and cars in the level. After all the vehicles have been destroyed, a cinema will show the gates opening up. Now you can reach a whole bunch of Bonus Coins and all the crates you have to break open.

USING THE WINGS: You must get the second superhero costume to glide. If you glide to the right of the Superhero Dressing Room, you'll find an otherwise unreachable level entrance. If you glide to the left around the building you will come across a hidden bonus level tucked away in a nook. Gathering the Paws throughout the level can be much easier when you're flying.

0 : 1 2
SUPERHERO SHOW

REACHING THE BONUS GAME: It's easy to miss how to reach the final bonus game. It's up high, much higher than you can jump. The solution to this puzzle rests with the crate that's swinging nearby. Also in the room is a machine gun that you can use to shoot the rope that's suspending the crate. If your aim is good, the crate will crash down, forming a bridge you can use.



Multiple Endings

DID YOU FIND EVERYTHING? You can get a special ending if you have found all the Remotes, Bonus Coins, Paws and Clackers. Here are the totals you need:

Remotes:	50
Bonus Coins:	45
Paws:	150
Clackers:	3

WHAT'S THE EXTRA STUFF? If you've collected everything, you get to see all sorts of behind-the-scenes stuff.

Gangster TV:
My Three Goons

Remotes (Remotes Required: 22)

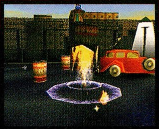
1. Burn five bundles of funny money.
2. Destroy five root beer barrels.
3. Save Cuz from the mob.
4. Collect 100 Fly pick-ups.

Paws

1. On the first zipper line.
2. In a skylight between the two zipper lines.
3. On the second zipper line.
4. On a wooden shaft sticking out of the water.
5. Look for another Paw on a different shaft in the water.
6. In the back of a truck next to a big building on the left.
7. In the back alley just past the truck with the Paw.
8. On the roof behind a locked door. Use fire ability from below to open.
9. Look atop a crate that raises up and down by the boat.
10. Stand on an oil drum and let the enemy shoot it to launch it to another Paw.

Bonus Coins

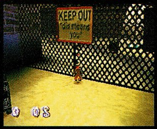
1. Look for one in a sewer vent just off the water.
2. Stand atop one of the oil drums and let the enemy shoot you up to it.
3. This one's on the entrance sign leading to the docks.



GRABBING EVERYTHING: If you look above the three barrels by the first car, you'll see a Bonus Coin, a Paw and a Fly. How do you reach them? It's a little tricky. There's a gangster with a machine gun on top of the car. Lead his shots and stand on top of a can. When the can is shot, you'll get popped up to reach these elusive items. Make sure you land on the can before it blows.

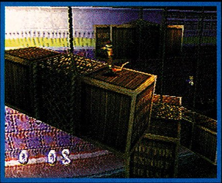
BURNING ALL OF THE MONEY: There are five bundles of counterfeit money to burn. They're pretty easy to find, but toasting the two stacks behind the fence can be a little tricky. You might think you have to climb to the roof and drop down there while you have the fire. That's too tough to do. The key to getting them is to simply breathe the fire through the grating. Much easier, huh?

REACHING CUZ IN TIME: Your buddy's being held captive on the ship in a steel cage. To rescue him, you'll need the Fire power-up.



Getting there in 19 seconds isn't going to be easy. First, collect the power-up. Bounce up to the second-to-last crate by using the nearby tire. Make the last few jumps and you should be able to save Cuz before the time runs out.

WHERE ARE THE FIVE BARRELS? The five barrels are scattered through the level. Here are where you'll find them:
1. To the right of the first gate.
2. In the middle area next to the papers.
3. After the zipper leading to the docks.
4. Also on the docks.
5. Use the tire on the left side of the docks to jump the last barrel on the narrow walkway.



Superhero Show:
Superzeroes

Remotes (Remotes Required: 26)

1. Defeat the Mad Bomber.
2. Get the three stray cats.
3. Find the five escaped convicts.
4. Collect 100 Fly pick-ups.

Paws

1. Above one of the large fans.
2. On the roof of the red building next to the Bomber's exit.
3. On a building in front of where you get the second costume.
4. In the first safe by the water tower.
5. In the second safe.
6. In the third safe by the Mad Bomber exit.
7. In the fourth safe by the water tower you use to reach the Mad Bomber.
8. In a safe by the third convict.
9. In a safe by the convict exit.
10. Also in a safe by the convict exit.

Bonus Coins

1. On the side of the red building by the second safe.
2. On the yellow climbable glass to the right of the Mad Bomber. Glide to it.
3. On the building to the right of the convict exit.

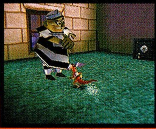
HOW TO REACH THE CONVICTS: Work your way up the sides of the buildings until you reach a door with wings on it. It will be on the far right. This will give you the power to glide as long as you are in the level. Glide from building to building and capture each felon. If it looks like you're stuck, keep your eyes peeled for what looks like a climbable surface. There's always a way out.

TROUBLE SHOOTING: You will get to a point where it seems like you cannot go any farther. Big concrete barriers will block your path. The solution is to turn into the super-strong hero and break them.

There are three targets and a Fly Box near the start. If you shoot them, they'll become platforms that are very useful for when you try to get across the large gray building.

WHERE ARE THE THREE CATS? This will be the first remote you collect for this level. The locations for the cats:
1. On the platform where you shoot the three targets.
2. On the ledge right after the first safe.
3. Right in front on the Gex Calvin Klein billboard, just after the raising platforms.
A few last words of advice: These cats scratch!

HOW TO KILL THE MAD BOMBER: The bomber will toss explosives at you, much like Evil Santa. However, this time you should let the bomb touch the ground before hitting it. This way you can aim your shot and not get blown up. After you hit him once, he will move to another position. It's best to lure him into throwing the bomb right in front so you can hit it directly back.



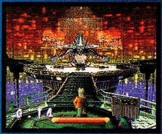
Spacestation Rez: Rez-Raker

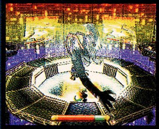
THE LAST LEVEL: This level is not easy. The first section has you jumping from satellite to satellite. All of them are spinning and tilting, so things are a little tricky. However, Gex has a jetpack that makes it significantly easier. Travel across the satellites until you reach Rez's spacestation.

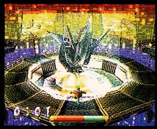
THE BARRIERS: The door leading to Rez is blocked by a series of forcefields. To deactivate them you must enter the pod-shaped section on each of the solar panels and hit the switch. It may look like you have nowhere to go once you are on the spacestation, but keep in mind there are three elevators, counting the one you ride to the top. It's easy to think you're going backward.

WATCH YOUR STEP: There are many little pitfalls and slats that you have to avoid. Go slowly and make sure you have good footing. You're almost to the end!

A SIMPLE PATTERN: Defeating Rez this time around is really no challenge.
1. Tail Whack the TV for a fly that gives you the power to shoot fire. Run forward, because Rez will launch a missile at you. Shoot Rez's chest.
2. Stand on the lip of the circular platform. It's safe on the far edge. He'll claw at you.
3. He'll slam his fists. Start all over again.







Hidden Flies: Breakdown

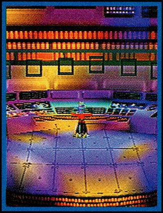
Stuck collecting all 100 Flies on a level? Often the most common items are overlooked when it comes to collecting Flies. Almost every enemy contains a Fly, as do most of the breakable items. If you're coming up short, look here:

1. Christmas Presents	2 Flies
2. Palm Trees	2 Flies
3. Hot Dog Stands	6 Flies
4. Warehouse Crates	2 Flies
5. Medical Containers	2 Flies
6. Cars & Trucks	3 Flies
7. Spider Droids (small)	1 Fly
8. Spider Droid (large)	2 Flies
9. Sailor Moon Wanna-bes	1 Fly
10. Large Mech	1 Fly
11. Assault Droid	1 Fly
12. Rogue Mech	1 Fly
13. Ladybug	1 Fly
14. Gladiator	2 Flies
15. Elves (snowboarding)	1 Fly
16. Elves (ice skating)	1 Fly
17. Elves (snowball tossing)	1 Fly
18. Penguin	1 Fly
19. Nutcracker	3 Flies
20. Mailbox	3 Flies
21. Stuffed Bear	1 Fly
22. Hunter	1 Fly
23. Lawn Chairs	0 Flies
24. Cobras	3 Flies
25. Scorpions	2 Flies
26. Gunslinger	1 Fly
27. Vulture	3 Flies
28. Spit Pot	2 Flies
29. Skeleton	2 Flies
30. Large Rat	1 Fly
31. Snake	0 Flies
32. Harpy	3 Flies
33. Chickens	1 Fly
34. Spiders	0 Flies
35. Gangster	1 Fly
36. Treasure Chest	2 Flies
37. Big Bad Wolf	2 Flies
38. Little Pigs	0 Flies
39. Pigeon	2 Flies
40. Bunnies	2 Flies
41. Flying TVs	0 Flies
42. Vase	5 Flies

The Vault: The Secret Codes

LOTS OF FUN STUFF: Once you've opened the Vault, you can do some fun things with your game. Here's the latest batch of codes for Gex 3, though it's possible more will appear in the future. Most of these codes cannot be found in-game. The one-liners code is the most entertaining.

Triangle, Circle, Star, Square, Square, X	1-Up
Circle, Triangle, Square, Star, Diamond, Star	Vignette 1
X, Diamond, Star, Triangle, Triangle, Circle	Vignette 2
Diamond, Star, Square, X, Triangle Circle	Vignette 3
Star, X, X, Circle, Square, Triangle	Movie Menu
Square, Diamond, Square, Square, Triangle, Diamond	Play as Cuz
Square, Star, Star, Square, Triangle, Triangle	Play as Rex
Square, X, Triangle, Square, Star, Star	Play as the Turtle
Square, Diamond, Triangle, Triangle, Star, Diamond	Fill Paw Icons
Square, X, Circle, Circle, Triangle, Square	10-Up
Square, Star, Triangle, Square, Triangle, Diamond	Invulnerable
Square, Circle, Circle, Triangle, X, X	Level Select
Square, Triangle, X, Star, Square, X	One Liners
Square, Square, Diamond, Circle, X, X	Enable Cheat Menu
Square, Square, Square, Square. Square, Square	Play as Rex



Bonus Levels: Breakdown

LEVEL NAME	WHERE FOUND	REQUIREMENTS	DESCRIPTION	CODE GIVEN
Marsupial Madness	Holiday Broad.	2 Bonus Coins	Ring 10 Bells before time runs out	10-Up
Gextreme Sports	Clueless	5 Bonus Coins	Whack 5 Snowboarding Elves	10-Up
Gextreme Sports	Tut TV	8 Bonus Coins	Whack 5 Snowboarding Elves	Invulnerable
War & Pieces	Hotdog Hill	11 Bonus Coins	Destroy 10 Rez Tanks	10-Up
True Grits	Western TV	14 Bonus Coins	Break 10 Chicken Crates	10-Up
What a Crock!	Buccaneer	17 Bonus Coins	Eat 10 Rubber Duckies	10-Up
Marsupial Madness	Mythology	20 Bonus Coins	Ring 10 Bells before time runs out	Invulnerable
True Grits	Fairytale TV	20 Bonus Coins	Break 10 Chicken Crates	Invulnerable
War & Pieces	Anime	27 Bonus Coins	Destroy 10 Rez Tanks	Invulnerable
What a Crock!	Superhero	31 Bonus Coins	Eat 10 Rubber Duckies	Invulnerable
Marsupial Madness	Gangster TV	35 Bonus Coins	Ring 10 Bells before time runs out	1-Up

Archive Tricks

Asteroids

Cool Codes

On the Title Screen when "Press Start" is flashing, press and hold the Select button and press the following buttons in this order for the results as described:

Unlock Classic Asteroids – Circle, Circle, Circle, Triangle, Square, Square, Circle

Unlock the Fourth Ship – Triangle, Circle, Circle, Triangle, Square, Circle, Square

Level Select – Square, Triangle, Circle, Triangle, Triangle, Square, Circle. Once you are in a game, you can change levels and zones and turn the collision off by simultaneously pressing Select+Start. Then choose the option you want and press L1 to activate that cheat.

Classic Asteroids Codes

The following codes will work once you pause in the middle of the classic Asteroids game.

Add One Life – Up, Down, Left, Right, Circle, Square, X, Triangle

99 Lives – Up, X, Down, Triangle, Left, Square, Right, Circle

Invincibility – Down, Down, Up, Up, Circle, Square, Triangle, Triangle

Bust A Groove

Secret Moves

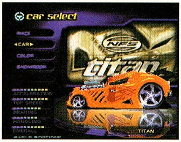
Perform these moves in order during your dancer's "solo" to score big points.

HEAT:
Up, Down, Up, Circle
Down, Up, Down, X
Right, Left, Right, Circle
Down, Up, Down, Circle
FRIDA:
Up, Down, Up, Circle
Right, Left, Right, X
Down, Left, Up, Circle
Up, Right, Down, X
STRIKE SIM:
Up, Up, Left, Circle
Left, Left, Right, Circle
Right, Left, Left, Up, Circle
Left, Up, Down, Right, X
HAMM & BURGER DOG:
Down, Right, Up, Circle
Up, Left, Down, X
Up, Right, Up, Circle
Down, Left, Down, Circle
KELLY:
Right, Left, Right, Circle
Right, Left, Left, Circle
Left, Right, Left, X
Left, Up, Right, Circle
SHORTY & COLUMBO:
Down, Down, Down, Circle
Left, Right, Up, X
Up, Up, Down, X
Up, Down, Left, Right, Circle

Need For Speed: High Stakes

Hidden Vehicles

Police Helicopter:
Enter the Game Option Screen and select the User Name option. Then enter WHIRLY as your player name. The helicopter is available only in Test Drive Mode.



Phantom car:
Enter the Game Option Screen and select the User Name option. Then enter FLASH as your player name for the Phantom car.

Titan car:
Enter the Game Option Screen and select the User Name option. Then enter HOTROD as your player name for the Titan car.

T'ai Fu: Wrath of the Tiger

Various Cheats

Debug Mode
Start a game and finish any level to access the Map Screen. While there, press Select+L1+L2+R1+R2 to open the Debug mode. Now you can choose any starting level in the game!

Many Cheats

The following cheats are to be entered quickly at any time during gameplay (don't pause the game):

Enable Cheats – This code enables all of the following gameplay cheats: R2, Triangle, R2, Triangle, Circle, X, Square.

Full Chi Cheat – This code fills your chi bar: R2, Triangle, R2, Left, Right, Square.

Invulnerable Cheat – This code will make the player invincible to enemies: R2, Triangle, R2, Left, Right, R2.

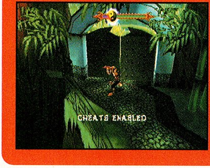
Double Size Enemies Cheat – This code will make all enemies appear twice their normal size: R2, Triangle, R2, Left, Right, Up.

Half Size Enemies Cheat – This code will make all enemies appear half their normal size: R2, Triangle, R2, Left, Right, Down.

Nine Lives Cheat – No matter how many times you are killed, you will always have nine lives: R2, Triangle, R2, Left, Right, X.

All Styles Cheat – This code will give you all fighting styles: R2, Triangle, R2, Left, Right, Triangle.

Full Health Cheat – This code will give you full health at any time in the game: R2, Triangle, R2, Left, Right, Circle.



HEALTH
NINE LIVES ON
9

Do you have a trick that you, and only you, know? Don't hold back—write us at:

Official U.S. PlayStation Magazine
P.O. Box 3338
Oak Brook, IL 60522-3338

Sorry, we cannot respond to individual letters asking for codes or tricks.

Resident Evil: Codes to Make Your Skin Crawl

Resident Evil

Easy Game Reset:
When you are playing, press START. At the Status Screen, press and hold START and SELECT for two seconds. After a short time, the screen will black out and return to the beginning FMV sequence.

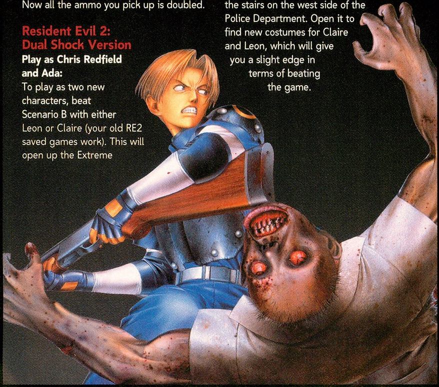
Strange Code:
Start a new game as Jill. After Barry and you enter the dining room, return to the foyer. Wesker will tell you to investigate shots. The game will return you to the dining room. Turn back to the door and try to go through. Barry will say, "Lost courage already? That's not like you." Move to the blood stain and look at it. Barry will talk like normal. Go in front of the grandfather clock. As soon as you do this, a zombie will appear from the other room and chase after Jill. Barry will kill the zombie and use a curse word. Return to the foyer with Barry. In the cinema that follows, Barry will give you a lockpick. Now go to the scene where the zombie was previously eating Kenneth (in the hall next to the dining room) and you will see that he has no legs and no clips to pick up. The game is supposedly easier now.

Resident Evil: Director's Cut

Double Ammo Trick:
You can double the ammo every time you pick up clips. To do this, you must be at the Main Menu. Highlight Advanced Mode and press and hold Right until Advanced turns green. When it does, start the game. Now all the ammo you pick up is doubled.

Resident Evil 2: Dual Shock Version

Play as Chris Redfield and Ada:
To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then, you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!



Resident Evil 2

Get Secret Character Hunk:
Beat a complete game (Claire and Leon) on the standard difficulty with an "A" rating. When the rating comes up on screen, you'll be able to save the scenario with Hunk as the character for a hidden game!

Hidden Rebecca Chambers Pic:
In the S.T.A.R.S. office, inside the police building, inspect the desk to the far left of the room that, when you examine it, says, "It's trashed. Someone must have searched it." Examine the desk 50 times; you'll notice that you can then pick up a roll of film. Take it to the Dark Room and examine it. It will turn out to be a picture of Rebecca Chambers from the first Resident Evil game, in a basketball uniform!

Get Secret Character Tofu:
This is a bit tough to do. Beat three complete games, making sure you get Hunk on your first or second try.

Alternate Costumes:
You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the Police Department. When you get to the gates of that place, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. That key opens up a locker in a first-floor room below the stairs on the west side of the Police Department. Open it to find new costumes for Claire and Leon, which will give you a slight edge in terms of beating the game.

HIRO:
Right, Up, Down, Circle
Up, Left, Right, X
Left, Left, Down, Circle
Right, Right, Up, X
PINKY:
Up, Left, Up, Circle
Right, Left, Down, Circle
Up, Down, Right, X
Left, Right, Down, X
GAS-O:
Left, Down, Right, Up, Circle
Up, Left, Down, Right, X
Right, Down, Left, Up, X
Down, Right, Up, Left, Circle
KITTY-N:
Down, Down, Right, Circle
Up, Right, Right, Up, X
Right, Up, Left, Down, X
Left, Right, Up, Left, Down, Circle
CAPOEIRA:
Right, Up, Right, X
Left, Down, Left, Up, X
Right, Up, Right, Left, Circle
Down, Up, Left, Down, Circle
ROBO-Z:
Up, Down, Left, Right, Circle
Up, Left, Down, Right, X
Down, Up, Down, Up, Circle
Down, Down, Right, Left, Left, Circle

Bust-A-Move 4

Another World

You'll get an entirely new set of levels when you enter this code. At the Title Screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the Game Menu, choose Puzzle and then pick Arcade. Choose your difficulty level and then you will be able to play a plethora of new stages!

Marvel Super Heroes vs. Street Fighter

Hidden Characters

These characters can be used in any mode of the game.

Armored Spider-Man:
Highlight Spider-Man, hold Select and press any button.
Dark Sakura:
Highlight Hulk, hold Select and press any button.
Mephisto:
Highlight Omega Red, hold Select and press any button.
Shadow:
Highlight Dhalsim, hold Select and press any button.
Dark Zangief:
Highlight Blackheart, hold Select and press any button.
U.S. Agent:
Highlight M.Bison, hold Select and press any button.

Archive Tricks

NFL Blitz

Blitz Cheats

These codes worked on the arcade, and now they also work for the PlayStation version! Enter the following codes during the Vs. Screen. Some codes may not work in one-player games and some two-player codes may require both players to enter the code.

For No CPU Assist press: Jump (1x), Pass (2x) and pad Down. (Note: only works in Two-player Mode.)

To Show More Field press: Jump (2x), Pass (1x) and pad Right.

For Fog On press: Jump (3x) and pad Down.

For Fast Turbo Running press: Jump (3x), Pass (2x) and pad Left.

For Huge Head press: Jump (4x) and pad Up.

For Thick Fog press: Jump (4x), Pass (1x) and pad Down.

For Super Blitzing press: Jump (4x), Pass (5x) and pad Up.

For Big Ball press: Jump (5x) and pad Right.

To Hide Receiver Name press: Turbo (1x), Pass (2x) and pad Right.

For Tournament Mode press: Turbo (1x), Jump (1x), Pass (1x) and pad Down.

For Random Play Choice press: Turbo (1x), Jump (1x), Pass (5x) and pad Left.

For Super Field Goals press: Turbo (1x), Jump (2x), Pass (3x) and pad Left.

For Big Players press: Turbo (1x), Jump (4x), Pass (1x) and pad Right.

Oddworld: Abe's Exoddus

Level Select:

At the Main Menu hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.

View all FMVs:

At the Main Menu hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.

Invincibility:

While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.

R-Types

Level Select:

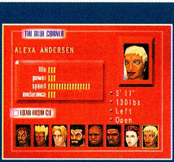
Highlight either the "R-Type" or "R-Type II" option at the Title Screen. Quickly press L2 (10x) and R2 (10x). Begin gameplay and press Start to access the Stage Select and FMV sequences within the Menu options. Choose your stage and then press X to begin.

Slow Down Ship:

Pause game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.

Speed Up Ship:

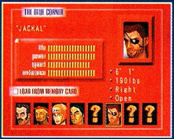
Pause game, hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle.

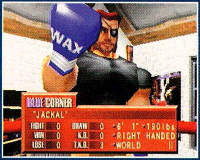

THE BLUE CORNER
ALEXA ANDERSEN
life
power
speed
endurance
5' 11"
130lbs
Left
Open
☐ LOAD FROM CD

Contender

Unlock Jackal

This trick is for Contender, but in order to get it you will need the "Main Event Characters in Two-Player Mode" code. (Start a new boxer in the Main Event. Pick one of the boxers and immediately save him to your memory card. Exit, then repeat with another character. When you have saved each boxer, start a two-player match. At the Character Select Screen, press the Square button to pick any of the other boxers from your memory card.) Now you will need to highlight Alexa Andersen, push Square, and then it will take you back to the page on which you get to pick your characters. Once you are on that page, go to Load and click on it. It will then take you to the screen that has the characters that were put there from the "Main Event Characters in Two-Player Mode" trick. You will then have Jackal, the guy with a black eyepatch.


THE BLUE CORNER
"JACKAL"
life
power
speed
endurance
6' 1"
190lbs
Right
Open
☐ LOAD FROM MEMORY CARD
?
?
?


WAX
BLUE CORNER
"JACKAL"
FIGHT 0
WIN 0
LOSE 0
DRAW 0
K.O. 0
T.K.O. 3
6' 1"
190lbs
RIGHT HANDED
WORLD 11

Invasion From Beyond

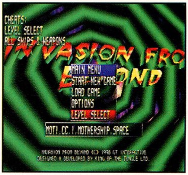
Various Cheats

Level Select:

At the Press Start Screen, enter L1, R1, L2, R2, Triangle, X, Circle, Square (2x), Circle, X, Triangle. Go to the Main Menu to select any level in the game.

All Ships, Weapons and Upgrades:

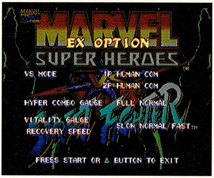
At the Press Start Screen, enter L1, R1, L2, R2, Up, Down, Right, Left (2x), Right, Down, Up for all ships, weapons and upgrades.


CHEATS:
LEVEL SELECT
ALL SHIPS & WEAPONS
INVASION FROM BEYOND
MAIN MENU
START NEW GAME
LOAD GAME
OPTIONS
LEVEL SELECT
MOT1.CC.1.MOTHERSHIP.SPACE
INVASION FROM BEYOND (C) 1998 GT INTERACTIVE
DESIGNED & DEVELOPED BY KING OF THE JUNGLE LTD.

Marvel Super Heroes VS. Street Fighter

Hidden EX Option

On the Main Menu Screen, highlight Options and quickly press R1, Circle, Left, Triangle, Triangle. If you do it fast enough, you will reveal the hidden EX Option, which will allow you to choose a full Hyper Combo Gauge, fast Vitality Recovery Speed and Human- or Computer-controlled VS. mode.


MARVEL
EX OPTION
SUPER HEROES
VS MODE
1P HUMAN COM
2P HUMAN COM
HYPER COMBO GAUGE
FULL NORMAL
VITALITY GAUGE
RECOVERY SPEED
SLOW NORMAL FAST
STREET FIGHTER
PRESS START OR △ BUTTON TO EXIT

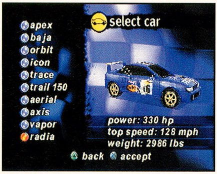
MARVEL
SUPER HEROES
VS
STREET FIGHTER
BATTLE
VERSUS
TRAINING
HERO BATTLE
CROSS OVER
OPTION
GALLERY

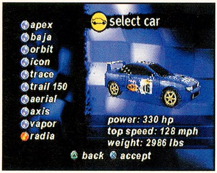
Rally Cross 2

Various Cheats

Start a new Season and enter the following as your name to unlock the various cheats as shown:

MOOBMOOB – All cars
PREVET – Veteran level tracks and cars
PREPRO – Pro level tracks and cars
PREALL – All tracks and cars. This will not automatically unlock the Vapor or Radia car. This cheat also allows you to start with a large lead at the last race of the pro season.
SISAO – Oasis track
ELGNUJ – Jungle track
FOSTER – Little Woods track
NIVEK – Frozen Trail track
MIT – Dusty Road track
KCIN – Rock Creek track
CIRE – Dry Humps track
BSIRHC – Hillside track
AIRFILLED – Low gravity
LEADSHOT – Original Rally Cross game physics
MOONEY – Restore Rally Cross 2 game physics
INCORPOREAL – Disable collision detection


select car
apex
baja
orbit
icon
trace
trail 150
aerial
axis
vapor
radia
power: 330 hp
top speed: 128 mph
weight: 2986 lbs
back
accept


select car
apex
baja
orbit
icon
trace
trail 150
aerial
axis
vapor
radia
power: 330 hp
top speed: 128 mph
weight: 2986 lbs
back
accept

Tomb Raider III

Incredible Cheats

In the middle of the game, without pausing enter any of these cheats as shown:

All Weapons: L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2. You will hear a scream.

Fill Energy: R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2. You will hear Lara grunt.

Level Skip: L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2. Lara says, "No."

All Secrets (access All Hallows): L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2. Lara will sigh.

Get Race Key at Laura's House: R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2. Laura says, "No."

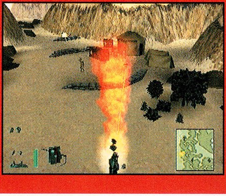
Army Men 3-D

Invincibility and All Weapons

After you have started the mission, press the Start button to bring up the Pause Screen. These codes must be input within about two seconds to work:

Make Sarge Invincible:
Square, Circle, L1, L1+L2 (simultaneously)

All the Weapons:
Square, Circle, R1, L1, R1+R2 (simultaneously)



Syphon Filter

Level Select:
Pause the game, then go into the Options Menu. Highlight the Select Mission option, then press and hold Left+L1+R1+Select+Square+X.

All Weapons and Unlimited Ammunition:
Pause game play and highlight the Weapons option. Hold Right+L2+R2+Circle+Square+X (in order). Note: Only the weapons normally available during the current level will become selectable.

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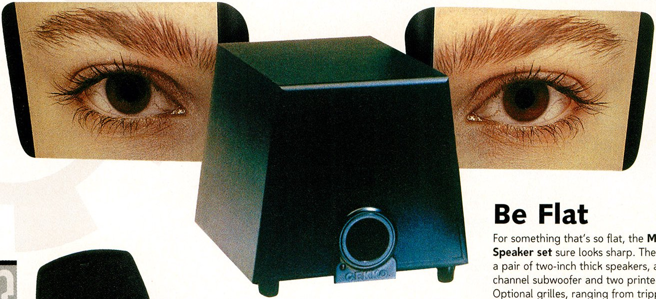
⚙⚙⚙⚙⚙ 5G No question, this should be in your home
⚙⚙⚙⚙ 4G Recommended, very cool
⚙⚙⚙ 3G Pretty good, check it out
⚙⚙ 2G Below average
⚙ 1G Very lame



Be Flat

For something that's so flat, the **MTV Flat Speaker set** sure looks sharp. The set includes a pair of two-inch thick speakers, a three-channel subwoofer and two printed grilles. Optional grilles, ranging from trippy designs to subdued wood paneling to the pair of eyes pictured here, can be purchased for $29.99 each. The subwoofer has a built-in amplifier, so you can plug your PlayStation (or portable CD player, etc.) directly in without needing additional amplification. While the two speakers do a nice job of dispersing a clean sound throughout a room, they are somewhat tinny at higher volumes—a problem that even the subwoofer can't round out. Definitely cool, but not the best speaker system for its price.

NCT Audio Products $449 ⚙⚙⚙

TIGER
ON/START
SELECT
SOUND
OFF
A
B

Is That a Zombie in Your Pocket?

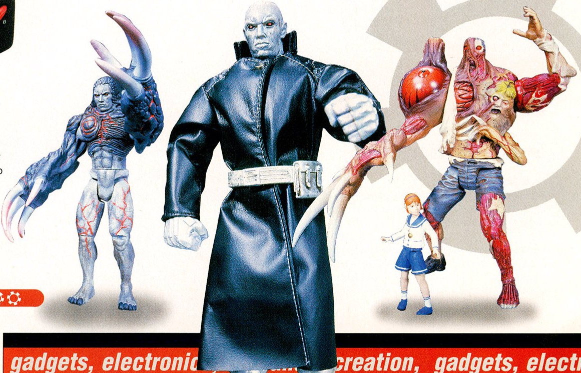
Wanna hold some terror in the palm of your hand? OK, we'll admit that this **99x Games Resident Evil handheld** isn't all that scary, but it is undeniably kitschy, especially considering that it does an admirable job of re-creating some of the sound effects of the PlayStation game, like those cow-like zombie groans and that scream of anguish when you get chomped on by some hungry undead.

Tiger $29.99 ⚙⚙⚙

Evil Incarnate

This latest horde of **Resident Evil 2 action figures** looks to be even more gruesome than the last batch. Toy Biz included lots of flesh-decaying details and other nasty little touches, but still managed to get these to retail at a not-so-scary price.

Toy Biz $7.99 ⚙⚙⚙⚙



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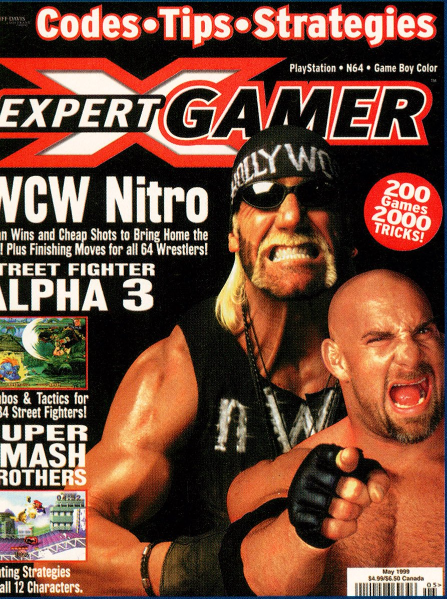
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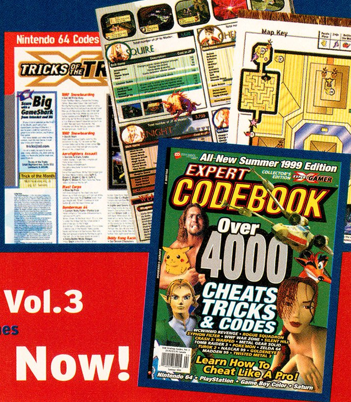
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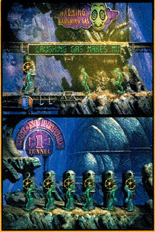
On Sale Now!

Oddworld: Abe's Exoddus

Players	1	**Developer**	Oddworld Inh.
Availability	Now	**Publisher**	GT Interactive
Analog Compatible	No	**Genre**	Action

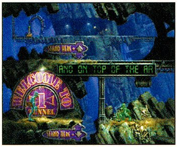
- ✕ **Fart**
- ○ **Throw**
- □ **Action**
- △ **Jump**
- L1 **GameSpeak**
- L2 **GameSpeak**
- R1 **Run**
- R2 **Sneak**

Mudokons 3–4, 12–16



What is it?

A side-scrolling, 2D action/adventure in the spirit of Out of This World, Flashback and Heart of Darkness. Exoddus isn't part of Oddworld Inhabitants' overall "Quintology," but rather is a refinement of Abe's Oddysee.



What to expect in the full game:

More levels, more enemies, more challenges—and more farting!

Our advice:

Study the controls in great detail: They may seem complex, but you'll need all your skills to complete the demo. Watch the signs for helpful advice. And use the Quicksave function frequently to avoid God-awful headaches.

Did you try:

Chanting to possess enemies, then chanting again to make them explode?

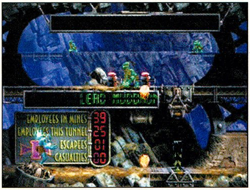
Freeing Mudokons in the background? If there is a portal nearby, just chant!

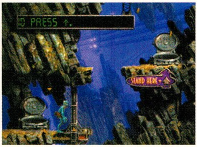
Going to Tunnel #2? Near the end of the first tunnel, you can find a "secret" doorway that lets you rescue the rest of the Mudokons.

Farting?

OPM psychic sez:

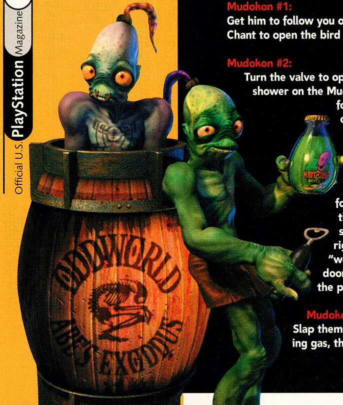
"A more polished and enjoyable version of the original, which is why it earned a four-and-a-half-disc rating. The Quicksave feature is a gift from the gaming gods. Quite quirky, but in a class of its own."





Sign From Above: Pay attention to those scrolling signs, which will give you helpful hints and tips.

So Where Are All Those Wacky Mudokons?



Mudokon #1:
Get him to follow you one screen to the right. Chant to open the bird portal.

Mudokon #2:
Turn the valve to open the door—and unleash a shower on the Mudokon! Apologize, have him follow you, then go right and open the portal.

Mudokons #3 and #4:
Turn the valve to open the door and release the laughing gas. Have them follow you to the right, slap them until they regain their senses, then continue to the right. Have one of them "work" to help you open the door, then go right and open the portal.

Mudokons #5 and #6:
Slap them once you're past the laughing gas, then continue to the left past the Slig. Have them "work" to open the door. Continue left and open the portal.

Mudokons #7 and #8:
Go through the door opened by #5 and #6. Jump and pull the ring to open the door. Have them follow you to the left and open the portal.

Mudokons #9, #10 and #11:
Have #9 follow you to the left, slapping him after the laughing gas. Have #10 join you. Sneak to the left, carefully diffuse the bombs, then have the #11 Mudokon follow. If you didn't kill the Sligs earlier, walk very carefully through the shadows! Go all the way left and open the portal.

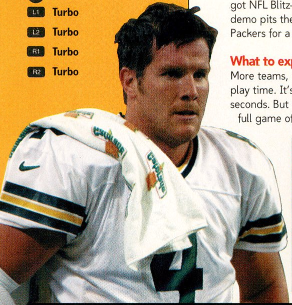
Mudokons #12, #13, #14, #15 and #16:
After you pop out of the well, sneak past the Slig, then jump up one screen to find five digging Mudokons. Have them all sneak with you past the Slig to the row of six valves. All o' ya! Work!

The rest of the Mudokons can be found on the path through Tunnel 2. Good luck and Godspeed!

NFL Blitz

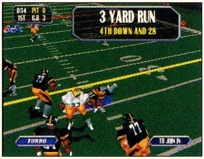
Players	**1-2**	**Developer**	**Midway**
Availability	**Now**	**Publisher**	**Midway**
Analog Compatible	**Yes**	**Genre**	**Sports**

✕	**Pass/Charge**
○	**Pass/Charge**
□	**Jump/Tackle**
△	**Jump/Tackle**
L1	**Turbo**
L2	**Turbo**
R1	**Turbo**
R2	**Turbo**

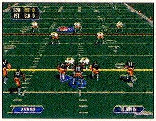


What is it?
Think of your favorite football game. Now imagine that game without penalties, rules or restrictions—and with copious dissing coming from teams of seven hulking, steroid-fueled players. Toss in turbo speed and you've got NFL Blitz—NBA Jam for the football crowd. The demo pits the Pittsburgh Steelers against the Green Bay Packers for a single 90-second quarter.

What to expect in the final version:
More teams, more taunts and, most important, more play time. It's tough to get into the action in only 90 seconds. But if you like what you see in the demo, the full game offers that and more.



Our advice:
Try not to let the football trappings distract you; NFL Blitz is more of an arcade action game than a sports simulation. Speed and strength will often overwhelm strategic thought—at first. The more you play, however, the more depth you'll discover.



Did you try:
Tackling a player two or three times, even after he's down? In Blitz, no roughness is unnecessary. Crunch.

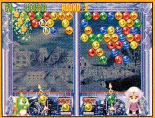
This game has been out awhile, but: NFL training camps are just beginning to open, and a lot of us are aching for some football action. If you haven't bought NFL Blitz, we wanted to make sure that you've given it a chance.

***OPM* psychic sez:**
"You don't need a psychic to know that this game is truly great—just check out *OPM*'s rating of the full game. Five discs! You can't beat that."

Bust-a-Move 4

Players	**1-2**	**Developer**	**Taito**
Availability	**Now**	**Publisher**	**Natsume**
Analog Compatible	**No**	**Genre**	**Puzzle**

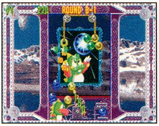
✕	**Shoot a Bubble**
○	**Shoot a Bubble**
□	**Shoot a Bubble**
△	**Cancel (in menu)**
L1	**Fine-Tune Aim Left**
L2	**Fine-Tune Aim Right**
R1	**Not used**
R2	**Not used**

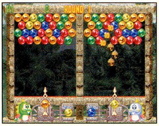


Poppin' with New Features

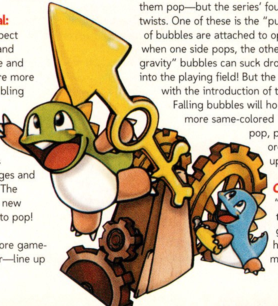
Along with the classic gameplay, you'll get tons of new twists like the pulley system and anti-gravity bubbles.

What is it?
The beginning of a fantastic demo! Let us make a journey to the cave of bubbles! Good luck! The fourth incarnation of the seminal Bust-a-Move series, the inexplicably named Bust-a-Move 4, stars Bubble Bobble's Bub and Bob in room after room of bubble-popping fun. The demo lets you play a few rounds of the single-player Puzzle Arcade or battle two opponents in the Versus Computer arena.





What to expect in the final:
Everything you've come to expect from the Bust-a-Move series, and more. The single-player Puzzle and Arcade modes together feature more than 640 levels of bubble-bobbling mayhem. The frenetic multiplayer mode lets Bub, Bob and nine new characters bombard each other to filmy death. A level editor lets you create foam-filled challenges and trade them with your friends. The game is packed with so many new gameplay features, it's about to pop!



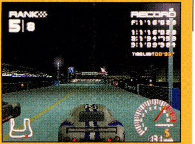
Our advice: Bust-a-Move's core gameplay remains as simple as ever—line up the bubble and shoot, and match three or more to make them pop—but the series' fourth title adds a few new twists. One of these is the "pulley system." Two clusters of bubbles are attached to opposite ends of a pulley; when one side pops, the other drops. New "anti-gravity" bubbles can suck dropping bubbles back up into the playing field! But the biggest change comes with the introduction of the "chain combo" system. Falling bubbles will home in on clusters of two or more same-colored bubbles, causing them to pop, pop, pop. Master combos in order to rain destruction upon your opponent.

***OPM* psychic sez:**
"A four-disc rating ensures that BAM fans and puzzle-game gurus will be in heaven. More casual fans might want to rent first."

R4: Ridge Racer Type 4

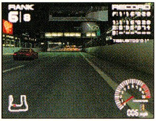
Players	1-4	Developer	Namco
Availability	May	Publisher	Namco
Analog Controller	Yes	Genre	Racing

✕	Accelerate
○	Not used
□	Brake
△	Change Point-of-View
L1	Not used
L2	Not used
R1	Not used
R2	Not used



Night Rider

Race at night, and you can see taillights blur and bend, among other snazzy effects.

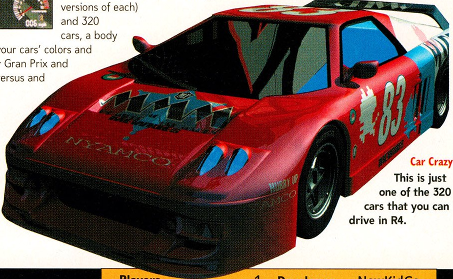


What is it? The fourth game in Namco's popular Ridge Racer series. Some Gran Turismo-esque features have been added to the series' traditional arcade-style play.

Why you should care: Eight tracks (four courses, two versions of each) and 320 cars, a body shop for changing your cars' colors and textures, one-player Gran Prix and two-to-four player versus and time attack modes.

Our advice: Go really fast and don't hit things. All right, it also helps if you powerslide around corners. Going into a turn, release the accelerator, rotate your car to plot the escape vector, then floor it! Try to bump opponents in nasty and unforgiving ways to maintain your lead.

OPM psychic sez: "This series continues to be *the* arcade racing experience. R4 is for those who found Gran Turismo as much fun as driving school. It passed our driving test with flying colors, earning a four-disc rating."



Car Crazy

This is just one of the 320 cars that you can drive in R4.

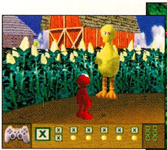
Elmo's Letter Adventure

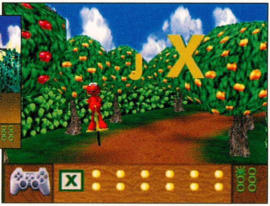
Players	1	Developer	NewKidCo
Availability	Now	Publisher	NewKidCo
Analog Compatible	Yes	Genre	Miscellaneous

✕	Select
○	Select
□	Select
△	Select
L1	Not used
L2	Not used
R1	Not used
R2	Not used

What is it?
In the year 2099, a bizarre retro-virus has destroyed all forms of written language. Unable to communicate, mankind has regressed to a feral, primitive state. Out of the ashes of the post-apocalyptic landscape arises one who would neutralize the virus, restore the alphabet and rebuild civilization—all before naptime. And mankind's red-furred savior has a name: Elmo.

Ha! That tickles! OK, so most of the game really takes place on a letter farm, where Elmo walks and pogo-sticks through verdant hills searching for...well, letters. And therein lies the adventure.

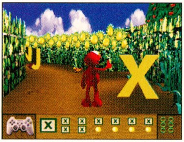




What to expect in the final:
The entire alphabet! Yep, a whopping 26 letters in all.

Our advice:
If you can read this sentence, you probably don't need our advice.

OPM psychic sez:
"There's something oddly relaxing about guiding Elmo around, over, under and through the phonetic landscape. And then doing it again. And again. And again. Twenty-six times. You get the point. Check out Review Recap for more info."



X-Rated Fun

Well, not really. Track down a dozen X's to complete the level.

Star Ocean: The Second Story

Players	**1**	**Developer**	**tri-Ace**
Availability	**June**	**Publisher**	**Sony CEA**
Analog Controller	**Yes**	**Genre**	**RPG**

What is it? A beautiful anime-style RPG from Dragon Quest creators Enix.

But I'm already swimming in RPGs! Star Ocean 2 offers some worthwhile additions. You choose one of two characters whose stories eventually intertwine, but your decision affects smaller events throughout. And the battle system allows for real-time action for you and up to three party members.

***OPM* video critic sez:** "Old-school RPG fans should keep an eye on this one. Like Namco's recent Tales of Destiny, the game has a distinctly 16-bit feel. Unlike Tales of Destiny, it has an undeniable 32-bit appearance. Thumbs up."

Bloody Roar 2

Players	**1-2**	**Developer**	**Hudson Soft**
Availability	**May**	**Publisher**	**Sony CEA**
Analog Controller	**Yes**	**Genre**	**Fighting**

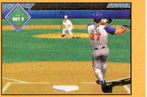
What is it? A caged-arena, 60-fps fighter with an anthropomorphic twist: The combatants can transform into animal forms mid-fight, giving them more moves, power and speed.

Why should you bloody care? New characters, new moves and new modes of play make the sequel better than the original in almost every way.

***OPM* video critic sez:** "Looks fast and furious, just like the first. Some of the new characters are pretty whacked out—I swear I saw Jenny the Bat Girl on the cover of *Weekly World News*! The movie showcases what fans of the first title love: humans and animals clawing, kicking and duking it out at fantastic speeds. Thumbs up."

MLB 2000

Players	**1-2**	**Developer**	**989 Sports**
Availability	**Now**	**Publisher**	**989 Studios**
Analog Controller	**Yes**	**Genre**	**Sports**



What is it? The newest version of 989 Sports' yearly baseball title. It was last year's best PlayStation baseball game, but this year it was narrowly topped by Triple Play 2000. Check out the review in this issue for the full story.

Why should I give it a swing? Up-to-date rosters, new stadium models and new player models and animations make the title more faithful to the sport, while commentary by Hall of Fame broadcaster Vin Scully and *ESPN*'s Dave Campbell keep the action fresh. This year, you can even play as a manager or GM.

***OPM* video critic sez:** "It sure looks like a baseball game, all right! Thumbs up."

Jade Cocoon

Players	**1**	**Developer**	**Genki**
Availability	**July**	**Publisher**	**Crave Ent.**
Analog Controller	**No**	**Genre**	**RPG**

What is it? A monster/breeding RPG title from Crave. Think of it as Pokémon meets Final Fantasy VII.

Why should I give it a spin? Character and world designs by Mononoke Hime creator Katsuya Kondoh, full speech throughout, beautiful graphics, and more than 150 monsters to collect, train and combine. Combining monsters melds not only their attributes but also their physical forms. And you can combine the combinations for even more monster breeding fun.

***OPM* video critic sez:** "Is there life before Final Fantasy VIII arrives this fall? One look at this movie should answer that question—in the affirmative. Thumbs up."

Tony Hawk's Pro Skater

Players	**1-2**	**Developer**	**Neversoft**
Availability	**Fall**	**Publisher**	**Activision**
Analog Controller	**Yes**	**Genre**	**Sports**

What is it? An extreme skateboarding simulation featuring pro skater Tony Hawk, among others. The game focuses on realistic (yet over-the-top) skating tricks, all set in believable environments.

Is this some sort of trick? No—but the game is packed full of them! Real skaters were brought in during development to ensure authentic-yet-unbelievable moves. The developers emphasize that the game will allow full freedom of movement through genuine skating environments. A split-screen two-player mode lets you test your skills against those of a friend.

***OPM* video critic sez:** "Tony Hawk's Pro Skater looks a lot like real skating, only easier on the knees. There's enough grinding to satisfy any skater. Thumbs up."

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Next Month
A look ahead at our next issue

July 1999

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Must-See Games!

The Electronic Entertainment Expo (E3) is the biggest video game show of the year, and *OPM* will be there to provide you with the best PlayStation coverage. Expect loads of new previews of never-before-seen games, in addition to in-depth, hands-on analysis of some of the biggest games of the year. There's also bound to be plenty of new announcements, and who knows, maybe there will be some new PlayStation 2 and PocketStation news. Also, we'll have a full Street Fighter Alpha 3 strategy guide!

Official U.S. PlayStation Magazine
Demo Disc
SONY

Check Out Our Next Demo Disc!

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APE ESCAPE, Bloody Roar 2, MLB 2000, Interplay Sports Baseball 2000, Croc 2, The Next Tetris, Soul of the Samurai, Tony Hawk's Pro Skater

NON-PLAYABLES

Jet Moto 3, Xena: Warrior Princess, Macross VSX 2

Editorial content subject to change

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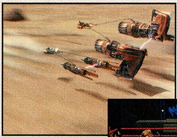

If you haven't heard yet, *EGM* turns 10 next month—and we're celebrating our birthday in a big way! Beyond the debut of our new look, we're producing three collectors' edition wrestling covers. We're going to crack open the wrestling phenomenon and see what makes it tick.

Also, look to us for the first printed news and announcements from this year's E3 show. Oh yeah, you might want to know what we think about Star Wars Episode 1 Racer, Driver and Monaco Grand Prix. YOU MUST BUY THIS ISSUE OF *EGM*!

EXPERT GAMER™

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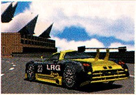

Expert Gamer flaunts the attitude in July...WWF Attitude, that is. With more than 20 characters, the *XG* strategy guide will provide each wrestler's signature moves plus give tips on how to best handle the weapons.

GOLDUST
BILLY GUNN

Also in the next issue of *Expert Gamer*, gamers should buckle up tight, because we have the hottest and best guide on World Driver: Championship. It'll contain details on all the 30-plus cars and in-depth track maps pinpointing the danger zones! And we have tips on how to outdrive the competition.

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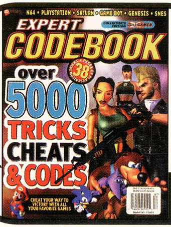

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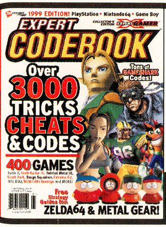

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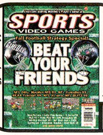

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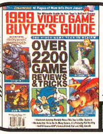

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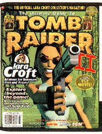

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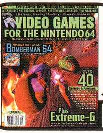

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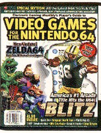

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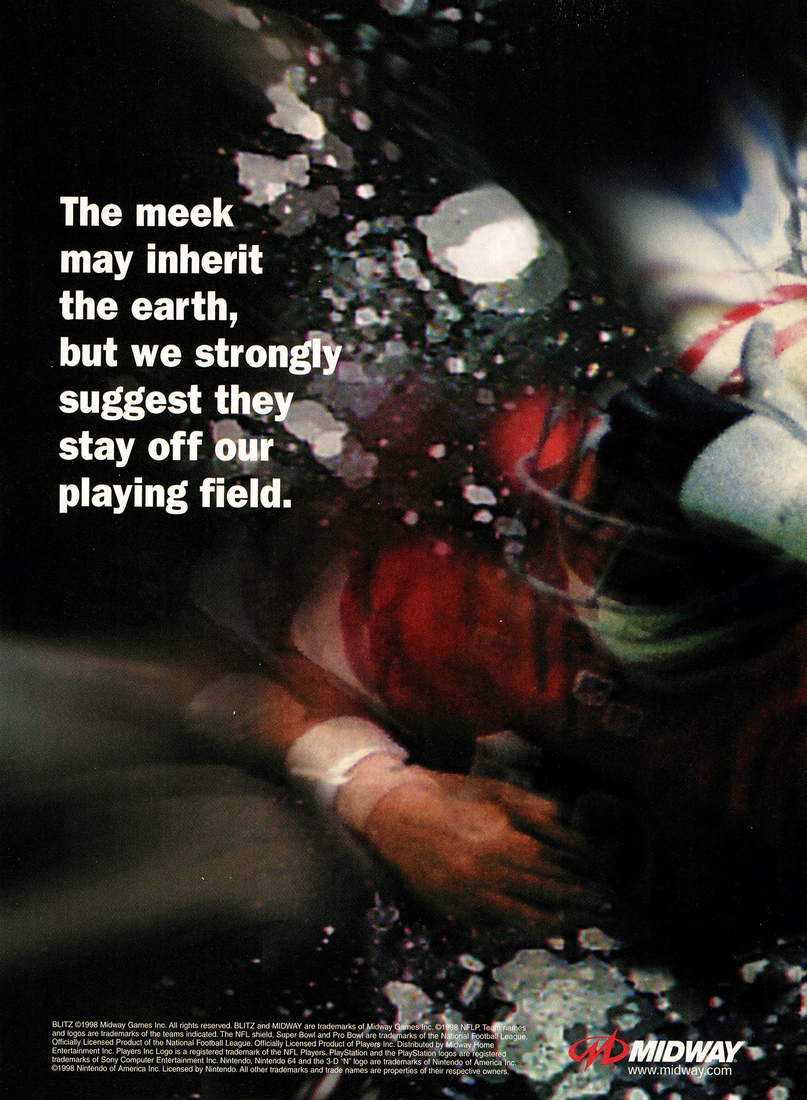

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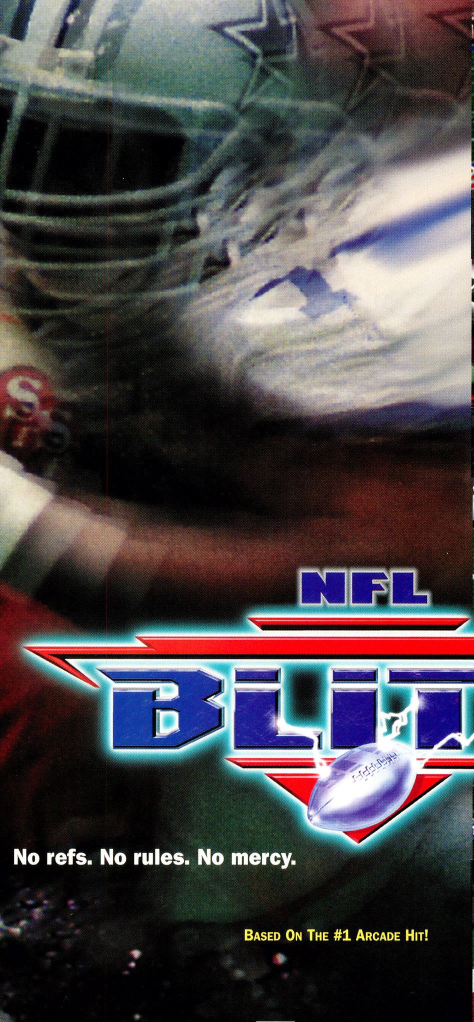

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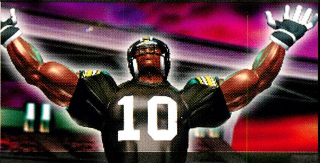

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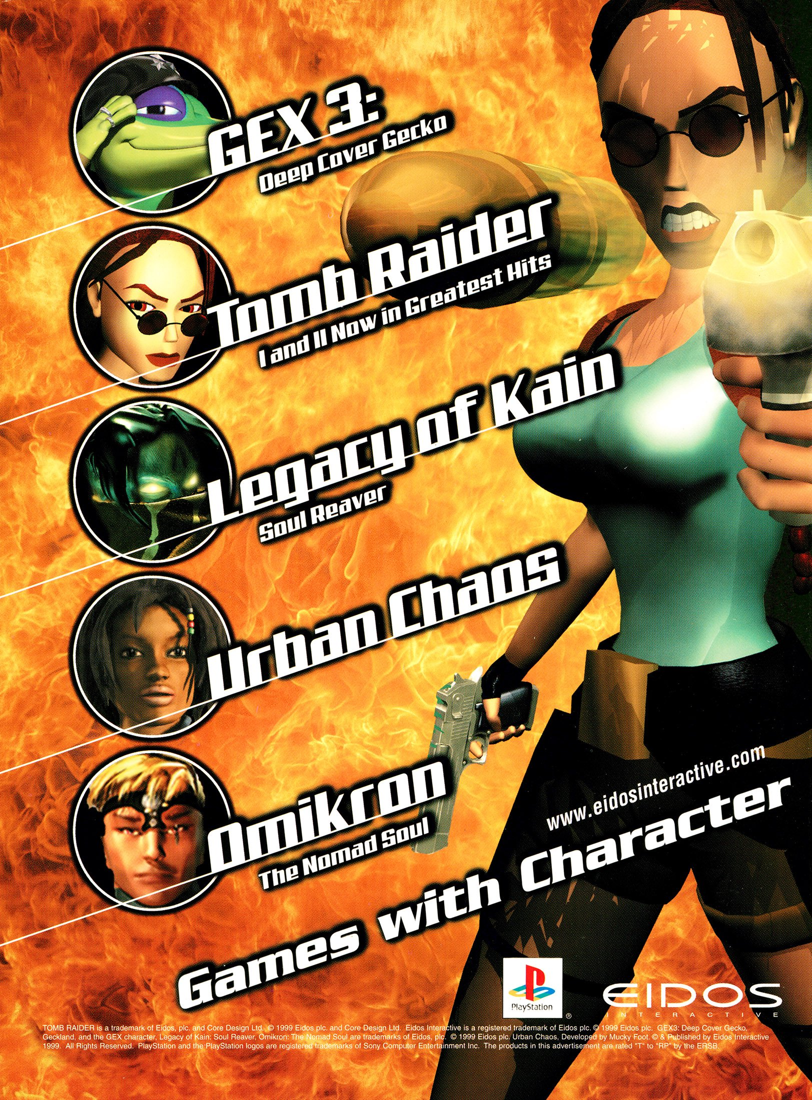
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